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Unique solved — niyaznigmatul

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

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Filters: none

Count: 1,692

1.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [greedy](#), [math](#)
[niyaznigmatul's solution](#)

2.

1861A

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Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#)
[niyaznigmatul's solution](#)

3.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [implementation](#)
[niyaznigmatul's solution](#)

4.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,975 global accepts · Rating: 800 · first AC: 2023-04-02 · Rust 2021 (first AC) · Tags: [greedy](#), [strings](#)
[niyaznigmatul's solution](#)

5.

1805A

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Quality: 41,956 global accepts · Rating: 800 · first AC: 2023-04-02 · Rust 2021 (first AC) · Tags: [bitmasks](#), [brute force](#)
[niyaznigmatul's solution](#)

6.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-23 · Rust 2021 (first AC) · Tags: [brute force](#), [implementation](#)
[niyaznigmatul's solution](#)

7.

1772A

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[niyaznigmatul's solution](#)

8.

1760C

[Advantage](#) · [Tutorial](#)

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9.

1760B

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

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10.

1760A

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11.

1715A

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Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-09-14 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math
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12.

1717A

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Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-13 · Rust 2021 (first AC) · Tags: math, number theory
[niyaznigmatul's solution](#)

13.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-13 · Rust 2021 (first AC) · Tags: greedy, strings
[niyaznigmatul's solution](#)

14.

1729A

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Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-13 · Rust 2021 (first AC) · Tags: math
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15.

1728B

[Best Permutation](#) · [Tutorial](#)

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16.

1728A

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17.

1700A

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18.

1669C

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19.

1669B

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[niyaznigmatul's solution](#)

20.

1669A

[Division?](#) · [Tutorial](#)

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21.

1674B

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22.

1674A

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[niyaznigmatul's solution](#)

23.

1675A

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Quality: 36,810 global accepts · Rating: 800 · first AC: 2022-06-18 · Rust 2021 (first AC) · Tags: greedy, math
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24.

1690C

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[niyaznigmatul's solution](#)

25.

1690B

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26.

1690A

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[niyaznigmatul's solution](#)

27.

1692C

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28.

1692B

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29.

1692A

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30.

1697A

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Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-13 · Rust 2021 (first AC) · Tags: greedy, implementation
[niyaznigmatul's solution](#)

31.

1689A

[Lex String](#) · [Tutorial](#)

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32.

1680B

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33.

1680A

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34.

1676C

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35.

1676B

[Equal Candies](#) · [Tutorial](#)

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[niyaznigmatul's solution](#)

36.

1676A

[Lucky?](#) · [Tutorial](#)

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37.

1607A

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Quality: 40,686 global accepts · Rating: 800 · first AC: 2021-11-02 · Kotlin 1.5 (first AC) · Tags: implementation, strings

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38.

1571A

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[niyaznigmatul's solution](#)

39.

1398B

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Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

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40.

1398A

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41.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,827 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[niyaznigmatul's solution](#)

42.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,212 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[niyaznigmatul's solution](#)

43.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,351 global accepts · Rating: 800 · first AC: 2020-02-13 · Python 3 (first AC) · Tags: math

[niyaznigmatul's solution](#)

44.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[niyaznigmatul's solution](#)

45.

1146A

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46.

1028A

[Find Square](#) · [Tutorial](#)

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47.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

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48.

755A

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49.

752A

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Rating: 800 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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50.

676A

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51.

615A

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52.

546A

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53.

447A

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54.

443A

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

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55.

520A

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[niyaznigmatul's solution](#)

56.

540A

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57.

401A

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58.

427A

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Quality: 97,250 global accepts · Rating: 800 · first AC: 2015-02-23 · Java 8 (first AC) · Tags: implementation
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59.

440A

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Quality: 8,935 global accepts · Rating: 800 · first AC: 2015-02-21 · Java 8 (first AC) · Tags: implementation
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60.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2015-02-20 · Java 8 (first AC) · Tags: implementation
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61.

432A

[Choosing Teams](#) · [Tutorial](#)

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[niyaznigmatul's solution](#)

62.

454A

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63.

281A

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64.

490A

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65.

492A

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66.

486A

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[niyaznigmatul's solution](#)

67.

306A

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68.

513A

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Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: constructive algorithms, math

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69.

510A

[Fox And Snake](#) · [Tutorial](#)

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70.

431A

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71.

411A

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72.

339A

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Quality: 275,437 global accepts · Rating: 800 · first AC: 2013-08-26 · Java 7 (first AC) · Tags: greedy, implementation, sortings, strings

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73.

231A

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Quality: 430,367 global accepts · Rating: 800 · first AC: 2013-08-03 · GNU C++0x (first AC) · Tags: brute force, greedy

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74.

291A

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Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-13 · Java 7 (first AC) · Tags: *special, implementation, sortings

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75.

294A

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76.

263A

[Beautiful Matrix](#) · [Tutorial](#)

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77.

266B

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78.

266A

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79.

268A

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80.

271A

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81.

282A

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82.

202A

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Quality: 19,757 global accepts · Rating: 800 · first AC: 2012-11-22 · Haskell (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

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83.

112A

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84.

245A

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85.

4A

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86.

158A

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87.

99A

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88.

104A

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89.

116A

[Tram](#) · [Tutorial](#)

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90.

110A

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91.

169A

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92.

144A

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93.

141A

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94.

78A

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95.

80A

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96.

71A

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97.

16A

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98.

49A

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99.

47A

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100.

46A

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101.

61A

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Quality: 136,232 global accepts · Rating: 800 · first AC: 2011-02-22 · Delphi (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

102.

59A

[Word](#) · [Tutorial](#)

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103.

50A

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Quality: 318,800 global accepts · Rating: 800 · first AC: 2010-12-20 · Java 6 (first AC) · Tags: greedy, math

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104.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,500 global accepts · Rating: 800 · first AC: 2010-11-08 · Java 6 (first AC) · Tags: implementation, strings

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105.

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2010-10-31 · Delphi (first AC) · Tags: implementation

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106.

34A

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Quality: 34,692 global accepts · Rating: 800 · first AC: 2010-10-12 · Java 6 (first AC) · Tags: implementation

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107.

32B

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108.

32A

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[niyaznigmatul's solution](#)

109.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,089 global accepts · Rating: 800 · first AC: 2010-07-01 · Java 6 (first AC) · Tags: brute force

[niyaznigmatul's solution](#)

110.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2010-05-20 · Java 6 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

111.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,430 global accepts · Rating: 800 · first AC: 2010-04-29 · Java 6 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

112.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,690 global accepts · Rating: 800 · first AC: 2010-04-13 · Java 6 (first AC) · Tags: math, probabilities

[niyaznigmatul's solution](#)

113.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,502 global accepts · Rating: 900 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[niyaznigmatul's solution](#)

114.

1675B

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

Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-06-18 · Rust 2021 (first AC) · Tags: greedy, implementation

[niyaznigmatul's solution](#)

115.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-13 · Rust 2021 (first AC) · Tags: greedy, sortings

[niyaznigmatul's solution](#)

116.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-12 · Rust 2021 (first AC) · Tags: data structures, greedy

[niyaznigmatul's solution](#)

117.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-02 · Kotlin 1.5 (first AC) · Tags: math

[niyaznigmatul's solution](#)

118.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,018 global accepts · Rating: 900 · first AC: 2017-04-23 · Java 8 (first AC) · Tags: implementation, math

[niyaznigmatul's solution](#)

119.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: math

[niyaznigmatul's solution](#)

120.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,977 global accepts · Rating: 900 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[niyaznigmatul's solution](#)

121.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: implementation, strings
[niyaznigmatul's solution](#)

122.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

123.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,544 global accepts · Rating: 900 · first AC: 2015-03-06 · Java 8 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

124.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,188 global accepts · Rating: 900 · first AC: 2015-03-02 · Java 8 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

125.

519A

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

Quality: 20,131 global accepts · Rating: 900 · first AC: 2015-03-01 · Java 8 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

126.

412B

[Network Configuration](#) · [Tutorial](#)

Quality: 6,357 global accepts · Rating: 900 · first AC: 2015-02-23 · Java 8 (first AC) · Tags: greedy, sortings
[niyaznigmatul's solution](#)

127.

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2015-02-23 · Java 8 (first AC) · Tags: greedy, implementation
[niyaznigmatul's solution](#)

128.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,028 global accepts · Rating: 900 · first AC: 2015-02-21 · Java 8 (first AC) · Tags: brute force, implementation, math
[niyaznigmatul's solution](#)

129.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2015-02-16 · Java 8 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

130.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,026 global accepts · Rating: 900 · first AC: 2015-02-15 · Python 3 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

131.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,715 global accepts · Rating: 900 · first AC: 2015-02-15 · Java 8 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

132.

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2015-02-04 · Delphi (first AC) · Tags: brute force, implementation, math
[niyaznigmatul's solution](#)

133.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,289 global accepts · Rating: 900 · first AC: 2015-02-04 · Delphi (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

134.

439A

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

Quality: 26,623 global accepts · Rating: 900 · first AC: 2014-06-04 · Haskell (first AC) · Tags: greedy, implementation
[niyaznigmatul's solution](#)

135.

313A

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

Quality: 65,055 global accepts · Rating: 900 · first AC: 2013-06-01 · GNU C++ (first AC) · Tags: implementation, number theory
[niyaznigmatul's solution](#)

136.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,782 global accepts · Rating: 900 · first AC: 2013-03-29 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[niyaznigmatul's solution](#)

137.

137A

[Postcards and photos](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 900 · first AC: 2013-03-07 · FPC (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

138.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,080 global accepts · Rating: 900 · first AC: 2012-11-22 · Haskell (first AC) · Tags: strings
[niyaznigmatul's solution](#)

139.

168A

[Wizards and Demonstration](#) · [Tutorial](#)

Quality: 11,506 global accepts · Rating: 900 · first AC: 2012-04-16 · Python 2 (first AC) · Tags: implementation, math
[niyaznigmatul's solution](#)

140.

115A

[Party](#) · [Tutorial](#)

Quality: 43,367 global accepts · Rating: 900 · first AC: 2011-09-15 · Java 6 (first AC) · Tags: dfs and similar, graphs, trees
[niyaznigmatul's solution](#)

141.

96A

[Football](#) · [Tutorial](#)

Quality: 193,684 global accepts · Rating: 900 · first AC: 2011-07-15 · Java 6 (first AC) · Tags: implementation, strings
[niyaznigmatul's solution](#)

142.

94A

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

Quality: 12,268 global accepts · Rating: 900 · first AC: 2011-07-15 · Java 6 (first AC) · Tags: implementation, strings

[niyaznigmatul's solution](#)

143.

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 900 · first AC: 2011-03-08 · Java 6 (first AC) · Tags: greedy, implementation, sortings
[niyaznigmatul's solution](#)

144.

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2011-03-08 · Java 6 (first AC) · Tags: implementation, schedules
[niyaznigmatul's solution](#)

145.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 900 · first AC: 2011-02-28 · Java 6 (first AC) · Tags: implementation, sortings, strings
[niyaznigmatul's solution](#)

146.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2011-01-04 · Java 6 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

147.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2010-11-14 · Java 6 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

148.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,496 global accepts · Rating: 900 · first AC: 2010-11-06 · Java 6 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

149.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,039 global accepts · Rating: 900 · first AC: 2010-10-12 · Java 6 (first AC) · Tags: greedy, sortings
[niyaznigmatul's solution](#)

150.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,783 global accepts · Rating: 900 · first AC: 2010-08-16 · Java 6 (first AC) · Tags: number theory
[niyaznigmatul's solution](#)

151.

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2010-04-26 · Java 6 (first AC) · Tags: constructive algorithms, implementation, math
[niyaznigmatul's solution](#)

152.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,347 global accepts · Rating: 900 · first AC: 2010-04-15 · Java 6 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

153.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,850 global accepts · Rating: 900 · first AC: 2010-03-27 · Java 6 (first AC) · Tags: brute force, geometry

[niyaznigmatul's solution](#)

154.

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[niyaznigmatul's solution](#)

155.

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2022-12-23 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math
[niyaznigmatul's solution](#)

156.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-12-18 · Rust 2021 (first AC) · Tags: implementation, two pointers
[niyaznigmatul's solution](#)

157.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-09-14 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math
[niyaznigmatul's solution](#)

158.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-06-18 · Rust 2021 (first AC) · Tags: combinatorics, implementation, strings
[niyaznigmatul's solution](#)

159.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,058 global accepts · Rating: 1000 · first AC: 2022-06-17 · Rust 2021 (first AC) · Tags: implementation, two pointers
[niyaznigmatul's solution](#)

160.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-17 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation
[niyaznigmatul's solution](#)

161.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · Kotlin 1.5 (first AC) · Tags: brute force, sortings
[niyaznigmatul's solution](#)

162.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,707 global accepts · Rating: 1000 · first AC: 2019-03-07 · Java 8 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

163.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, implementation, math
[niyaznigmatul's solution](#)

164.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,833 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: implementation, math

[niyaznigmatul's solution](#)

165.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[niyaznigmatul's solution](#)

166.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,559 global accepts · Rating: 1000 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math

[niyaznigmatul's solution](#)

167.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2015-05-12 · GNU C++11 (first AC) · Tags: greedy, implementation

[niyaznigmatul's solution](#)

168.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1000 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[niyaznigmatul's solution](#)

169.

400A

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

Quality: 6,866 global accepts · Rating: 1000 · first AC: 2015-03-03 · Java 8 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

170.

435A

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

Quality: 11,093 global accepts · Rating: 1000 · first AC: 2015-02-18 · Java 8 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

171.

462A

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

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2015-02-16 · last AC: 2015-02-16 · PyPy 3 (first AC) · Tags: brute force, implementation

[niyaznigmatul's solution](#)

172.

476A

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

Quality: 51,624 global accepts · Rating: 1000 · first AC: 2015-02-14 · Java 8 (first AC) · Tags: implementation, math

[niyaznigmatul's solution](#)

173.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,745 global accepts · Rating: 1000 · first AC: 2015-02-03 · Java 8 (first AC) · Tags: greedy, implementation, sortings

[niyaznigmatul's solution](#)

174.

500A

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

Quality: 62,710 global accepts · Rating: 1000 · first AC: 2014-12-30 · Java 8 (first AC) · Tags: dfs and similar, graphs, implementation

[niyaznigmatul's solution](#)

175.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 1000 · first AC: 2014-03-20 · GNU C++0x (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

176.

339B

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

Quality: 81,389 global accepts · Rating: 1000 · first AC: 2013-08-26 · Java 7 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

177.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2013-06-21 · GNU C++0x (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

178.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2013-03-24 · GNU C++ (first AC) · Tags: implementation, math

[niyaznigmatul's solution](#)

179.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,041 global accepts · Rating: 1000 · first AC: 2013-03-07 · FPC (first AC) · Tags: greedy

[niyaznigmatul's solution](#)

180.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,586 global accepts · Rating: 1000 · first AC: 2013-03-07 · FPC (first AC) · Tags: constructive algorithms, implementation

[niyaznigmatul's solution](#)

181.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,476 global accepts · Rating: 1000 · first AC: 2012-07-30 · last AC: 2013-03-07 · Java 6 (first AC) · Tags: implementation, strings

[niyaznigmatul's solution](#)

182.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2013-01-14 · Java 7 (first AC) · Tags: brute force, implementation

[niyaznigmatul's solution](#)

183.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2013-01-14 · Java 7 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

184.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,727 global accepts · Rating: 1000 · first AC: 2012-12-24 · Java 7 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

185.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,332 global accepts · Rating: 1000 · first AC: 2012-11-22 · Haskell (first AC) · Tags: implementation, strings

[niyaznigmatul's solution](#)

186.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,304 global accepts · Rating: 1000 · first AC: 2010-02-19 · last AC: 2012-05-07 · Java 6 (first AC) · Tags: math

[niyaznigmatul's solution](#)

187.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2012-04-17 · Python 2 (first AC) · Tags: implementation, strings
[niyaznigmatul's solution](#)

188.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,992 global accepts · Rating: 1000 · first AC: 2011-11-25 · Java 6 (first AC) · Tags: implementation, strings
[niyaznigmatul's solution](#)

189.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-29 · Java 6 (first AC) · Tags: brute force, implementation
[niyaznigmatul's solution](#)

190.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,872 global accepts · Rating: 1000 · first AC: 2011-04-15 · Java 6 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

191.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,411 global accepts · Rating: 1000 · first AC: 2011-04-12 · Java 6 (first AC) · Tags: implementation, math
[niyaznigmatul's solution](#)

192.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,583 global accepts · Rating: 1000 · first AC: 2011-03-08 · Java 6 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

193.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,018 global accepts · Rating: 1000 · first AC: 2011-03-08 · Java 6 (first AC) · Tags: greedy, strings
[niyaznigmatul's solution](#)

194.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,642 global accepts · Rating: 1000 · first AC: 2011-01-21 · Java 6 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

195.

43A

[Football](#) · [Tutorial](#)

Quality: 69,177 global accepts · Rating: 1000 · first AC: 2010-12-02 · Java 6 (first AC) · Tags: strings
[niyaznigmatul's solution](#)

196.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2010-10-25 · Java 6 (first AC) · Tags: sortings
[niyaznigmatul's solution](#)

197.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,279 global accepts · Rating: 1000 · first AC: 2010-09-21 · Java 6 (first AC) · Tags: brute force

[niyaznigmatul's solution](#)

198.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2010-06-10 · Java 6 (first AC) · Tags: brute force, math, number theory
[niyaznigmatul's solution](#)

199.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,306 global accepts · Rating: 1000 · first AC: 2010-05-20 · Java 6 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

200.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2010-05-06 · Java 6 (first AC) · Tags: implementation, math
[niyaznigmatul's solution](#)

201.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,128 global accepts · Rating: 1000 · first AC: 2010-03-20 · Java 6 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

202.

3A

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

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2010-03-07 · Java 6 (first AC) · Tags: greedy, shortest paths
[niyaznigmatul's solution](#)

203.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,391 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[niyaznigmatul's solution](#)

204.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[niyaznigmatul's solution](#)

205.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[niyaznigmatul's solution](#)

206.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-12-18 · Rust 2021 (first AC) · Tags: data structures, greedy, math
[niyaznigmatul's solution](#)

207.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-13 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation
[niyaznigmatul's solution](#)

208.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-13 · Rust 2021 (first AC) · Tags: constructive algorithms, strings

[niyaznigmatul's solution](#)

209.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-20 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation, math
[niyaznigmatul's solution](#)

210.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,625 global accepts · Rating: 1100 · first AC: 2022-06-18 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy, two pointers

[niyaznigmatul's solution](#)

211.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-06-18 · Rust 2021 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

212.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,292 global accepts · Rating: 1100 · first AC: 2022-06-18 · Rust 2021 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

213.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-15 · Rust 2021 (first AC) · Tags: brute force, implementation

[niyaznigmatul's solution](#)

214.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,077 global accepts · Rating: 1100 · first AC: 2022-05-17 · last AC: 2022-05-18 · Rust 2021 (first AC) · Tags: binary search, greedy, sortings

[niyaznigmatul's solution](#)

215.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2019-04-20 · Java 8 (first AC) · Tags: implementation, strings

[niyaznigmatul's solution](#)

216.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · Java 8 (first AC) · Tags: implementation, math

[niyaznigmatul's solution](#)

217.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,927 global accepts · Rating: 1100 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[niyaznigmatul's solution](#)

218.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: greedy

[niyaznigmatul's solution](#)

219.

527A

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

Quality: 15,554 global accepts · Rating: 1100 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: implementation, math
[niyaznigmatul's solution](#)

220.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, implementation
[niyaznigmatul's solution](#)

221.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-03-26 · Java 8 (first AC) · Tags: greedy, hashing, strings
[niyaznigmatul's solution](#)

222.

522B

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

Quality: 9,524 global accepts · Rating: 1100 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: *special, data structures, dp, implementation
[niyaznigmatul's solution](#)

223.

519B

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

Quality: 43,714 global accepts · Rating: 1100 · first AC: 2015-03-01 · Java 8 (first AC) · Tags: data structures, implementation, sortings
[niyaznigmatul's solution](#)

224.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,513 global accepts · Rating: 1100 · first AC: 2015-02-23 · Java 8 (first AC) · Tags: data structures, implementation
[niyaznigmatul's solution](#)

225.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,887 global accepts · Rating: 1100 · first AC: 2015-02-16 · last AC: 2015-02-16 · Python 3 (first AC) · Tags: brute force, implementation, math, number theory
[niyaznigmatul's solution](#)

226.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,799 global accepts · Rating: 1100 · first AC: 2015-02-16 · last AC: 2015-02-16 · PyPy 3 (first AC) · Tags: sortings
[niyaznigmatul's solution](#)

227.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2015-02-14 · Java 8 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

228.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,425 global accepts · Rating: 1100 · first AC: 2015-02-04 · GNU C++0x (first AC) · Tags: data structures, dsu, strings
[niyaznigmatul's solution](#)

229.

505A

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

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2015-02-04 · Delphi (first AC) · Tags: brute force, implementation, strings

[niyaznigmatul's solution](#)

230.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1100 · first AC: 2015-02-03 · Java 8 (first AC) · Tags: brute force

[niyaznigmatul's solution](#)

231.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

232.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2014-09-13 · Java 8 (first AC) · Tags: brute force, implementation, math

[niyaznigmatul's solution](#)

233.

324C1

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

Rating: 1100 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: —

[niyaznigmatul's solution](#)

234.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: greedy

[niyaznigmatul's solution](#)

235.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2013-06-01 · GNU C++ (first AC) · Tags: dp, implementation

[niyaznigmatul's solution](#)

236.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1100 · first AC: 2013-05-18 · GNU C++ (first AC) · Tags: greedy

[niyaznigmatul's solution](#)

237.

300A

[Array](#) · [Tutorial](#)

Quality: 27,230 global accepts · Rating: 1100 · first AC: 2013-05-06 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[niyaznigmatul's solution](#)

238.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

239.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2013-03-30 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[niyaznigmatul's solution](#)

240.

285A

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

Quality: 14,139 global accepts · Rating: 1100 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: greedy, implementation

[niyaznigmatul's solution](#)

241.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2012-12-29 · Java 7 (first AC) · Tags: implementation, math

[niyaznigmatul's solution](#)

242.

258A

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

Quality: 26,508 global accepts · Rating: 1100 · first AC: 2012-12-22 · Java 7 (first AC) · Tags: greedy, math

[niyaznigmatul's solution](#)

243.

68A

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

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2012-12-10 · Java 7 (first AC) · Tags: implementation, number theory

[niyaznigmatul's solution](#)

244.

186A

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

Quality: 18,465 global accepts · Rating: 1100 · first AC: 2012-11-22 · Haskell (first AC) · Tags: implementation, strings

[niyaznigmatul's solution](#)

245.

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,521 global accepts · Rating: 1100 · first AC: 2012-11-19 · Java 6 (first AC) · Tags: implementation, strings

[niyaznigmatul's solution](#)

246.

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,616 global accepts · Rating: 1100 · first AC: 2012-04-17 · Python 2 (first AC) · Tags: greedy, implementation

[niyaznigmatul's solution](#)

247.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1100 · first AC: 2012-04-17 · Python 2 (first AC) · Tags: constructive algorithms, strings

[niyaznigmatul's solution](#)

248.

174A

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

Quality: 3,325 global accepts · Rating: 1100 · first AC: 2012-04-16 · Python 2 (first AC) · Tags: math

[niyaznigmatul's solution](#)

249.

169B

[Replacing Digits](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1100 · first AC: 2012-04-16 · Python 2 (first AC) · Tags: greedy

[niyaznigmatul's solution](#)

250.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,848 global accepts · Rating: 1100 · first AC: 2012-03-04 · Java 6 (first AC) · Tags: *special, greedy, implementation

[niyaznigmatul's solution](#)

251.

103A

[Testing Pants for Sadness](#) · [Tutorial](#)

Quality: 6,575 global accepts · Rating: 1100 · first AC: 2011-08-07 · Java 6 (first AC) · Tags: greedy, implementation, math

[niyaznigmatul's solution](#)

252.

100A

[Carpeting the Room](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 1100 · first AC: 2011-07-30 · Pike (first AC) · Tags: *special, implementation

[niyaznigmatul's solution](#)

253.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,256 global accepts · Rating: 1100 · first AC: 2011-03-08 · Java 6 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

254.

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2011-03-08 · Java 6 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

255.

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2011-03-07 · Java 6 (first AC) · Tags: brute force, implementation

[niyaznigmatul's solution](#)

256.

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,794 global accepts · Rating: 1100 · first AC: 2011-01-06 · Java 6 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

257.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,497 global accepts · Rating: 1100 · first AC: 2010-12-02 · Java 6 (first AC) · Tags: implementation, strings

[niyaznigmatul's solution](#)

258.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,673 global accepts · Rating: 1100 · first AC: 2010-04-29 · Java 6 (first AC) · Tags: implementation, sortings

[niyaznigmatul's solution](#)

259.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1100 · first AC: 2010-04-29 · Java 6 (first AC) · Tags: greedy, implementation, sortings

[niyaznigmatul's solution](#)

260.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2010-04-01 · Java 6 (first AC) · Tags: brute force, constructive algorithms

[niyaznigmatul's solution](#)

261.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,828 global accepts · Rating: 1100 · first AC: 2010-03-27 · Java 6 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

262.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,850 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[niyaznigmatul's solution](#)

263.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2022-09-13 · Rust 2021 (first AC) · Tags: greedy, sortings, two pointers

[niyaznigmatul's solution](#)

264.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-06-18 · Rust 2021 (first AC) · Tags: dfs and similar, implementation

[niyaznigmatul's solution](#)

265.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-06-18 · Rust 2021 (first AC) · Tags: data structures, math, strings

[niyaznigmatul's solution](#)

266.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-06-18 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation, sortings

[niyaznigmatul's solution](#)

267.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,296 global accepts · Rating: 1200 · first AC: 2022-06-15 · Rust 2021 (first AC) · Tags: binary search, implementation, two pointers

[niyaznigmatul's solution](#)

268.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[niyaznigmatul's solution](#)

269.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,377 global accepts · Rating: 1200 · first AC: 2019-03-07 · Java 8 (first AC) · Tags: math, number theory

[niyaznigmatul's solution](#)

270.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1200 · first AC: 2019-03-07 · Java 8 (first AC) · Tags: sortings, two pointers

[niyaznigmatul's solution](#)

271.

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[niyaznigmatul's solution](#)

272.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,286 global accepts · Rating: 1200 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: implementation, sortings

[niyaznigmatul's solution](#)

273.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation,

strings

[niyaznigmatul's solution](#)

274.

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

[niyaznigmatul's solution](#)

275.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[niyaznigmatul's solution](#)

276.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings

[niyaznigmatul's solution](#)

277.

445A

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

Quality: 33,673 global accepts · Rating: 1200 · first AC: 2015-05-12 · GNU C++11 (first AC) · Tags: dfs and similar, implementation

[niyaznigmatul's solution](#)

278.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2015-03-10 · GNU C (first AC) · Tags: greedy, implementation

[niyaznigmatul's solution](#)

279.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2015-03-08 · Java 8 (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[niyaznigmatul's solution](#)

280.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2015-03-06 · Java 8 (first AC) · Tags: brute force, greedy, two pointers

[niyaznigmatul's solution](#)

281.

400B

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

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2015-03-03 · Java 8 (first AC) · Tags: brute force, implementation, schedules

[niyaznigmatul's solution](#)

282.

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2015-03-03 · Java 8 (first AC) · Tags: greedy, implementation, math

[niyaznigmatul's solution](#)

283.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2015-03-02 · Java 8 (first AC) · Tags: binary search, greedy, implementation, sortings

[niyaznigmatul's solution](#)

284.

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2015-02-23 · Java 8 (first AC) · Tags: implementation, strings

[niyaznigmatul's solution](#)

285.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2015-02-20 · Java 8 (first AC) · Tags: brute force, greedy, implementation

[niyaznigmatul's solution](#)

286.

454B

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

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2015-02-16 · PyPy 3 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

287.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2015-02-16 · last AC: 2015-02-16 · Python 3 (first AC) · Tags: math, number theory

[niyaznigmatul's solution](#)

288.

459A

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

Quality: 36,410 global accepts · Rating: 1200 · first AC: 2015-02-16 · Java 8 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

289.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2015-02-15 · Python 3 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

290.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2015-02-15 · Java 8 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

291.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,568 global accepts · Rating: 1200 · first AC: 2015-02-15 · Java 8 (first AC) · Tags: binary search, implementation

[niyaznigmatul's solution](#)

292.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2015-02-15 · Java 8 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[niyaznigmatul's solution](#)

293.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2015-02-15 · Java 8 (first AC) · Tags: greedy, implementation, sortings

[niyaznigmatul's solution](#)

294.

492B

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

Quality: 90,207 global accepts · Rating: 1200 · first AC: 2015-02-13 · Java 8 (first AC) · Tags: binary search, implementation, math, sortings

[niyaznigmatul's solution](#)

295.

80B

[Depression](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 1200 · first AC: 2014-12-19 · GNU C++0x (first AC) · Tags: geometry, math
[niyaznigmatul's solution](#)

296.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · Java 8 (first AC) · Tags: constructive algorithms, greedy
[niyaznigmatul's solution](#)

297.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: greedy, sortings
[niyaznigmatul's solution](#)

298.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,562 global accepts · Rating: 1200 · first AC: 2014-09-13 · Java 8 (first AC) · Tags: brute force, implementation
[niyaznigmatul's solution](#)

299.

439B

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

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2014-06-04 · Haskell (first AC) · Tags: implementation, sortings
[niyaznigmatul's solution](#)

300.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2014-05-22 · Haskell (first AC) · Tags: brute force, implementation
[niyaznigmatul's solution](#)

301.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: implementation, math
[niyaznigmatul's solution](#)

302.

254A

[Cards with Numbers](#) · [Tutorial](#)

Quality: 7,737 global accepts · Rating: 1200 · first AC: 2013-05-18 · GNU C++ (first AC) · Tags: constructive algorithms, sortings
[niyaznigmatul's solution](#)

303.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: graphs, implementation
[niyaznigmatul's solution](#)

304.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[niyaznigmatul's solution](#)

305.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

306.

264A

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

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2013-01-20 · Java 7 (first AC) · Tags: constructive algorithms, data structures,

implementation, two pointers

[niyaznigmatul's solution](#)

307.

101A

[Homework](#) · [Tutorial](#)

Quality: 4,370 global accepts · Rating: 1200 · first AC: 2013-01-15 · Java 7 (first AC) · Tags: greedy

[niyaznigmatul's solution](#)

308.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,189 global accepts · Rating: 1200 · first AC: 2012-12-15 · Java 7 (first AC) · Tags: brute force, geometry, implementation

[niyaznigmatul's solution](#)

309.

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2012-04-20 · Java 6 (first AC) · Tags: greedy, sortings

[niyaznigmatul's solution](#)

310.

171A

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

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2012-04-01 · Java 6 (first AC) · Tags: *special, constructive algorithms

[niyaznigmatul's solution](#)

311.

131B

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

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2011-11-25 · Java 6 (first AC) · Tags: implementation, math

[niyaznigmatul's solution](#)

312.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,558 global accepts · Rating: 1200 · first AC: 2011-04-30 · Java 6 (first AC) · Tags: greedy

[niyaznigmatul's solution](#)

313.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,349 global accepts · Rating: 1200 · first AC: 2011-04-27 · Java 6 (first AC) · Tags: constructive algorithms, implementation

[niyaznigmatul's solution](#)

314.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2011-04-12 · Java 6 (first AC) · Tags: greedy, implementation

[niyaznigmatul's solution](#)

315.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,081 global accepts · Rating: 1200 · first AC: 2011-03-08 · Java 6 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

316.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2011-03-08 · Java 6 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

317.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1200 · first AC: 2011-03-08 · Java 6 (first AC) · Tags: implementation, sortings

[niyaznigmatul's solution](#)

318.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2011-02-28 · Java 6 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

319.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1200 · first AC: 2011-02-11 · Java 6 (first AC) · Tags: implementation, number theory

[niyaznigmatul's solution](#)

320.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2011-01-14 · Java 6 (first AC) · Tags: implementation, math

[niyaznigmatul's solution](#)

321.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2011-01-06 · Java 6 (first AC) · Tags: constructive algorithms

[niyaznigmatul's solution](#)

322.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1200 · first AC: 2010-10-31 · Java 6 (first AC) · Tags: brute force, implementation, math

[niyaznigmatul's solution](#)

323.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2010-10-07 · Java 6 (first AC) · Tags: greedy, implementation

[niyaznigmatul's solution](#)

324.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2010-07-09 · Java 6 (first AC) · Tags: brute force, greedy

[niyaznigmatul's solution](#)

325.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2010-06-16 · Java 6 (first AC) · Tags: data structures, implementation

[niyaznigmatul's solution](#)

326.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2010-05-29 · Java 6 (first AC) · Tags: implementation, sortings

[niyaznigmatul's solution](#)

327.

9C

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

Quality: 14,348 global accepts · Rating: 1200 · first AC: 2010-04-13 · Java 6 (first AC) · Tags: brute force, implementation, math

[niyaznigmatul's solution](#)

328.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2010-04-08 · Java 6 (first AC) · Tags: strings

[niyaznigmatul's solution](#)

329.

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,488 global accepts · Rating: 1200 · first AC: 2010-03-27 · Java 6 (first AC) · Tags: greedy, two pointers

[niyaznigmatul's solution](#)

330.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,765 global accepts · Rating: 1200 · first AC: 2010-03-20 · Java 6 (first AC) · Tags: implementation, strings

[niyaznigmatul's solution](#)

331.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2010-03-12 · Java 6 (first AC) · Tags: constructive algorithms, greedy

[niyaznigmatul's solution](#)

332.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-13 · Rust 2021 (first AC) · Tags: greedy

[niyaznigmatul's solution](#)

333.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,123 global accepts · Rating: 1300 · first AC: 2022-06-18 · Rust 2021 (first AC) · Tags: bitmasks, greedy, math

[niyaznigmatul's solution](#)

334.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-06-18 · Rust 2021 (first AC) · Tags: graphs, implementation, trees

[niyaznigmatul's solution](#)

335.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,153 global accepts · Rating: 1300 · first AC: 2022-06-15 · Rust 2021 (first AC) · Tags: brute force, math

[niyaznigmatul's solution](#)

336.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-18 · Rust 2021 (first AC) · Tags: dfs and similar, dp, graphs, trees

[niyaznigmatul's solution](#)

337.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,192 global accepts · Rating: 1300 · first AC: 2022-05-18 · Rust 2021 (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[niyaznigmatul's solution](#)

338.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · Kotlin 1.5 (first AC) · Tags: greedy, math, sortings

[niyaznigmatul's solution](#)

339.

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 1300 · first AC: 2021-10-26 · Kotlin 1.5 (first AC) · Tags: *special, math

[niyaznigmatul's solution](#)

340.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[niyaznigmatul's solution](#)

341.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[niyaznigmatul's solution](#)

342.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[niyaznigmatul's solution](#)

343.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[niyaznigmatul's solution](#)

344.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[niyaznigmatul's solution](#)

345.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,246 global accepts · Rating: 1300 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[niyaznigmatul's solution](#)

346.

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[niyaznigmatul's solution](#)

347.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1300 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[niyaznigmatul's solution](#)

348.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: implementation, strings

[niyaznigmatul's solution](#)

349.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,203 global accepts · Rating: 1300 · first AC: 2015-08-29 · Java 8 (first AC) · Tags: implementation, math, number theory

[niyaznigmatul's solution](#)

350.

567B

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

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

[niyaznigmatul's solution](#)

351.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,537 global accepts · Rating: 1300 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[niyaznigmatul's solution](#)

352.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: brute force, implementation

[niyaznigmatul's solution](#)

353.

519C

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

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-03-01 · Java 8 (first AC) · Tags: greedy, implementation, math, number theory

[niyaznigmatul's solution](#)

354.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2015-02-23 · Java 8 (first AC) · Tags: brute force, dp, implementation

[niyaznigmatul's solution](#)

355.

462B

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

Quality: 15,567 global accepts · Rating: 1300 · first AC: 2015-02-16 · Python 3 (first AC) · Tags: greedy

[niyaznigmatul's solution](#)

356.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,886 global accepts · Rating: 1300 · first AC: 2015-02-16 · Java 8 (first AC) · Tags: implementation, sortings

[niyaznigmatul's solution](#)

357.

459B

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

Quality: 47,503 global accepts · Rating: 1300 · first AC: 2015-02-16 · Java 8 (first AC) · Tags: combinatorics, implementation, sortings

[niyaznigmatul's solution](#)

358.

471B

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

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2015-02-14 · Java 8 (first AC) · Tags: implementation, sortings

[niyaznigmatul's solution](#)

359.

476B

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

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2015-02-14 · Java 8 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[niyaznigmatul's solution](#)

360.

493A

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

Quality: 6,449 global accepts · Rating: 1300 · first AC: 2015-02-11 · Java 8 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

361.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2015-02-11 · Java 8 (first AC) · Tags: greedy, hashing, implementation

[niyaznigmatul's solution](#)

362.

508B

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

Quality: 23,989 global accepts · Rating: 1300 · first AC: 2015-02-03 · Java 8 (first AC) · Tags: greedy, math, strings

[niyaznigmatul's solution](#)

363.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1300 · first AC: 2014-12-19 · GNU C++0x (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[niyaznigmatul's solution](#)

364.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[niyaznigmatul's solution](#)

365.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 1300 · first AC: 2013-07-25 · GNU C++0x (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

366.

238A

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

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2013-06-25 · GNU C++ (first AC) · Tags: constructive algorithms, math

[niyaznigmatul's solution](#)

367.

311A

[The Closest Pair](#) · [Tutorial](#)

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

[niyaznigmatul's solution](#)

368.

303A

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

Quality: 8,572 global accepts · Rating: 1300 · first AC: 2013-05-12 · Java 7 (first AC) · Tags: constructive algorithms, implementation, math

[niyaznigmatul's solution](#)

369.

288A

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

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-05-09 · GNU C++ (first AC) · Tags: greedy

[niyaznigmatul's solution](#)

370.

291B

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

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-13 · Java 7 (first AC) · Tags: *special, implementation, strings

[niyaznigmatul's solution](#)

371.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,777 global accepts · Rating: 1300 · first AC: 2013-03-30 · GNU C++ (first AC) · Tags: games, greedy, implementation

[niyaznigmatul's solution](#)

372.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,349 global accepts · Rating: 1300 · first AC: 2013-03-23 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers

[niyaznigmatul's solution](#)

373.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,462 global accepts · Rating: 1300 · first AC: 2013-03-14 · GNU C++ (first AC) · Tags: binary search, brute force, math, number theory

[niyaznigmatul's solution](#)

374.

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2012-12-30 · Java 7 (first AC) · Tags: math

[niyaznigmatul's solution](#)

375.

51A

[Cheaterius's Problem](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2012-12-10 · Java 7 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

376.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · Java 6 (first AC) · Tags: greedy

[niyaznigmatul's solution](#)

377.

220A

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

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2012-08-31 · Java 6 (first AC) · Tags: implementation, sortings

[niyaznigmatul's solution](#)

378.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,896 global accepts · Rating: 1300 · first AC: 2011-03-08 · last AC: 2012-05-07 · Java 6 (first AC) · Tags: brute force

[niyaznigmatul's solution](#)

379.

99B

[Help Chef Gerasim](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: 1300 · first AC: 2012-04-17 · Python 2 (first AC) · Tags: implementation, sortings

[niyaznigmatul's solution](#)

380.

173A

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

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-06 · Java 6 (first AC) · Tags: implementation, math

[niyaznigmatul's solution](#)

381.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2012-04-01 · Java 6 (first AC) · Tags: *special, brute force

[niyaznigmatul's solution](#)

382.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2012-04-01 · Java 6 (first AC) · Tags: *special, combinatorics

[niyaznigmatul's solution](#)

383.

161A

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

Quality: 5,478 global accepts · Rating: 1300 · first AC: 2012-03-11 · Java 6 (first AC) · Tags: binary search, brute force, greedy, two pointers

[niyaznigmatul's solution](#)

384.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-04 · Java 6 (first AC) · Tags: *special, brute force, number theory

[niyaznigmatul's solution](#)

385.

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1300 · first AC: 2012-01-18 · Java 6 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

386.

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2011-09-23 · Java 6 (first AC) · Tags: implementation, math

[niyaznigmatul's solution](#)

387.

96B

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

Quality: 19,113 global accepts · Rating: 1300 · first AC: 2011-07-15 · Java 6 (first AC) · Tags: binary search, bitmasks, brute force

[niyaznigmatul's solution](#)

388.

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2011-07-15 · Java 6 (first AC) · Tags: graphs, implementation, math

[niyaznigmatul's solution](#)

389.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: constructive algorithms, implementation

[niyaznigmatul's solution](#)

390.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2011-04-25 · Mono C# (first AC) · Tags: math

[niyaznigmatul's solution](#)

391.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,277 global accepts · Rating: 1300 · first AC: 2011-04-12 · Java 6 (first AC) · Tags: implementation, math

[niyaznigmatul's solution](#)

392.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1300 · first AC: 2011-03-08 · Java 6 (first AC) · Tags: greedy

[niyaznigmatul's solution](#)

393.

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 1300 · first AC: 2011-03-08 · Java 6 (first AC) · Tags: greedy, math

[niyaznigmatul's solution](#)

394.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1300 · first AC: 2011-03-07 · Java 6 (first AC) · Tags: implementation, strings

[niyaznigmatul's solution](#)

395.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2011-02-22 · Java 6 (first AC) · Tags: strings

[niyaznigmatul's solution](#)

396.

64A

[Factorial](#) · [Tutorial](#)

Quality: 4,247 global accepts · Rating: 1300 · first AC: 2011-02-21 · Tcl (first AC) · Tags: *special, implementation

[niyaznigmatul's solution](#)

397.

60A

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

Quality: 4,284 global accepts · Rating: 1300 · first AC: 2011-02-19 · Java 6 (first AC) · Tags: implementation, two pointers

[niyaznigmatul's solution](#)

398.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1300 · first AC: 2011-01-25 · Java 6 (first AC) · Tags: dfs and similar, greedy, implementation

[niyaznigmatul's solution](#)

399.

56B

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

Quality: 4,024 global accepts · Rating: 1300 · first AC: 2011-01-21 · Java 6 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

400.

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2011-01-11 · Java 6 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

401.

43C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 4,763 global accepts · Rating: 1300 · first AC: 2010-12-02 · Java 6 (first AC) · Tags: greedy

[niyaznigmatul's solution](#)

402.

41C

[Email address](#) · [Tutorial](#)

Quality: 4,195 global accepts · Rating: 1300 · first AC: 2010-11-08 · Java 6 (first AC) · Tags: expression parsing, implementation

[niyaznigmatul's solution](#)

403.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1300 · first AC: 2010-11-06 · Java 6 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

404.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2010-11-05 · Java 6 (first AC) · Tags: constructive algorithms, geometry, implementation, math

[niyaznigmatul's solution](#)

405.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1300 · first AC: 2010-10-19 · Java 6 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

406.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2010-10-12 · Java 6 (first AC) · Tags: expression parsing, implementation, sortings, strings

[niyaznigmatul's solution](#)

407.

4C

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

Quality: 108,194 global accepts · Rating: 1300 · first AC: 2010-03-12 · Java 6 (first AC) · Tags: data structures, hashing, implementation

[niyaznigmatul's solution](#)

408.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-05-01 · Rust 2021 (first AC) · Tags: brute force, math, number theory

[niyaznigmatul's solution](#)

409.

1967A

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

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2024-05-01 · Rust 2021 (first AC) · Tags: binary search, greedy, implementation, math, sortings

[niyaznigmatul's solution](#)

410.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[niyaznigmatul's solution](#)

411.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · Rust 2021 (first AC) · Tags: binary search, data structures, geometry, math

[niyaznigmatul's solution](#)

412.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-23 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[niyaznigmatul's solution](#)

413.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · Rust 2021 (first AC) · Tags: data structures, greedy, sortings

[niyaznigmatul's solution](#)

414.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-15 · Rust 2021 (first AC) · Tags: data structures, dp, sortings, two pointers

[niyaznigmatul's solution](#)

415.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-13 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[niyaznigmatul's solution](#)

416.

1676H1

[Maximum Crossings \(Easy Version\) · Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-18 · Rust 2021 (first AC) · Tags: brute force
[niyaznigmatul's solution](#)

417.

1190A

[Tokitsukaze and Discard Items · Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · Java 8 (first AC) · Tags: implementation, two pointers
[niyaznigmatul's solution](#)

418.

1184B1

[The Doctor Meets Vader \(Easy\) · Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[niyaznigmatul's solution](#)

419.

843A

[Sorting by Subsequences · Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · Java 8 (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings
[niyaznigmatul's solution](#)

420.

752C

[Santa Claus and Robot · Tutorial](#)

Rating: 1400 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths
[niyaznigmatul's solution](#)

421.

668A

[Little Artem and Matrix · Tutorial](#)

Rating: 1400 · first AC: 2016-04-24 · Java 8 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

422.

665B

[Shopping · Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: brute force
[niyaznigmatul's solution](#)

423.

534B

[Covered Path · Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, greedy, math
[niyaznigmatul's solution](#)

424.

550B

[Preparing Olympiad · Tutorial](#)

Quality: 27,461 global accepts · Rating: 1400 · first AC: 2016-01-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force
[niyaznigmatul's solution](#)

425.

546C

[Soldier and Cards · Tutorial](#)

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, games
[niyaznigmatul's solution](#)

426.

445B

[DZY Loves Chemistry · Tutorial](#)

Quality: 14,765 global accepts · Rating: 1400 · first AC: 2015-05-12 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy
[niyaznigmatul's solution](#)

427.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,203 global accepts · Rating: 1400 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[niyaznigmatul's solution](#)

428.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[niyaznigmatul's solution](#)

429.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: brute force, implementation

[niyaznigmatul's solution](#)

430.

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: dfs and similar, greedy, implementation

[niyaznigmatul's solution](#)

431.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-03-26 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, strings

[niyaznigmatul's solution](#)

432.

514B

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

Quality: 22,638 global accepts · Rating: 1400 · first AC: 2015-03-10 · GNU C (first AC) · Tags: brute force, data structures, geometry, implementation, math

[niyaznigmatul's solution](#)

433.

401C

[Team](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1400 · first AC: 2015-03-03 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[niyaznigmatul's solution](#)

434.

518B

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

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

[niyaznigmatul's solution](#)

435.

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2015-02-23 · Java 8 (first AC) · Tags: greedy, implementation, two pointers

[niyaznigmatul's solution](#)

436.

448B

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

Quality: 17,316 global accepts · Rating: 1400 · first AC: 2015-02-20 · Java 8 (first AC) · Tags: implementation, strings

[niyaznigmatul's solution](#)

437.

516A

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

Rating: 1400 · first AC: 2015-02-20 · Java 8 (first AC) · Tags: dp, greedy, implementation, math

[niyaznigmatul's solution](#)

438.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2015-02-18 · Java 8 (first AC) · Tags: greedy

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439.

489C

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440.

492C

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441.

493B

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442.

513B1

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443.

505B

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Quality: 14,983 global accepts · Rating: 1400 · first AC: 2015-02-04 · Delphi (first AC) · Tags: dfs and similar, dp, dsu, graphs

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444.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2015-02-03 · Java 8 (first AC) · Tags: geometry, math

[niyaznigmatul's solution](#)

445.

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-10-20 · GNU C++0x (first AC) · Tags: greedy, sortings

[niyaznigmatul's solution](#)

446.

436B

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Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · Java 7 (first AC) · Tags: implementation, math

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447.

388A

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Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-04 · Java 7 (first AC) · Tags: greedy, sortings

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448.

324A1

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

Rating: 1400 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: —

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449.

316A2

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Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: math

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450.

313C

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451.

253B

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452.

295A

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[niyaznigmatul's solution](#)

453.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[niyaznigmatul's solution](#)

454.

290A

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

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

[niyaznigmatul's solution](#)

455.

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2013-03-23 · Java 7 (first AC) · Tags: constructive algorithms, math

[niyaznigmatul's solution](#)

456.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,588 global accepts · Rating: 1400 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: implementation, math

[niyaznigmatul's solution](#)

457.

111A

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458.

261A

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459.

77A

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Quality: 1,953 global accepts · Rating: 1400 · first AC: 2012-12-29 · Java 7 (first AC) · Tags: brute force, implementation

[niyaznigmatul's solution](#)

460.

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,868 global accepts · Rating: 1400 · first AC: 2012-12-09 · Java 7 (first AC) · Tags: graphs

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461.

19A

[World Football Cup](#) · [Tutorial](#)

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[niyaznigmatul's solution](#)

462.

245E

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[niyaznigmatul's solution](#)

463.

108B

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[niyaznigmatul's solution](#)

464.

174B

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[niyaznigmatul's solution](#)

465.

175B

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[niyaznigmatul's solution](#)

466.

175A

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[niyaznigmatul's solution](#)

467.

158C

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[niyaznigmatul's solution](#)

468.

150A

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Quality: 8,595 global accepts · Rating: 1400 · first AC: 2012-02-17 · Java 6 (first AC) · Tags: games, math, number theory

[niyaznigmatul's solution](#)

469.

141B

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Quality: 5,789 global accepts · Rating: 1400 · first AC: 2012-01-08 · Java 6 (first AC) · Tags: geometry, math

[niyaznigmatul's solution](#)

470.

107A

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Quality: 5,908 global accepts · Rating: 1400 · first AC: 2011-12-04 · Java 6 (first AC) · Tags: dfs and similar, graphs

[niyaznigmatul's solution](#)

471.

131C

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Quality: 12,585 global accepts · Rating: 1400 · first AC: 2011-11-25 · Java 6 (first AC) · Tags: combinatorics, math
[niyaznigmatul's solution](#)

472.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,914 global accepts · Rating: 1400 · first AC: 2011-05-04 · Java 6 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

473.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2011-04-30 · Java 6 (first AC) · Tags: implementation, sortings
[niyaznigmatul's solution](#)

474.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2011-02-19 · Java 6 (first AC) · Tags: dfs and similar, dsu
[niyaznigmatul's solution](#)

475.

42A

[Guilty --- to the kitchen!](#) · [Tutorial](#)

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2010-11-18 · Java 6 (first AC) · Tags: greedy, implementation
[niyaznigmatul's solution](#)

476.

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2010-11-14 · Java 6 (first AC) · Tags: greedy
[niyaznigmatul's solution](#)

477.

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2010-11-08 · Java 6 (first AC) · Tags: brute force
[niyaznigmatul's solution](#)

478.

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2010-11-06 · Java 6 (first AC) · Tags: dp
[niyaznigmatul's solution](#)

479.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1400 · first AC: 2010-09-24 · Java 6 (first AC) · Tags: brute force, math
[niyaznigmatul's solution](#)

480.

26B

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Quality: 25,868 global accepts · Rating: 1400 · first AC: 2010-08-16 · Java 6 (first AC) · Tags: greedy
[niyaznigmatul's solution](#)

481.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,966 global accepts · Rating: 1400 · first AC: 2010-04-08 · Java 6 (first AC) · Tags: constructive algorithms, graphs, implementation

[niyaznigmatul's solution](#)

482.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp

[niyaznigmatul's solution](#)

483.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-12-18 · Rust 2021 (first AC) · Tags: binary search, greedy, sortings

[niyaznigmatul's solution](#)

484.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-06-18 · Rust 2021 (first AC) · Tags: dsu, greedy, strings

[niyaznigmatul's solution](#)

485.

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,993 global accepts · Rating: 1500 · first AC: 2022-06-17 · Rust 2021 (first AC) · Tags: binary search, greedy, math, two pointers

[niyaznigmatul's solution](#)

486.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 1500 · first AC: 2022-05-18 · Rust 2021 (first AC) · Tags: data structures, divide and conquer, sortings

[niyaznigmatul's solution](#)

487.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[niyaznigmatul's solution](#)

488.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[niyaznigmatul's solution](#)

489.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[niyaznigmatul's solution](#)

490.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[niyaznigmatul's solution](#)

491.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[niyaznigmatul's solution](#)

492.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · Java 8 (first AC) · Tags: brute force, data structures, graphs

[niyaznigmatul's solution](#)

493.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2019-03-07 · Java 8 (first AC) · Tags: hashing, math, number theory

[niyaznigmatul's solution](#)

494.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2017-09-24 · Java 8 (first AC) · Tags: brute force, data structures, dp

[niyaznigmatul's solution](#)

495.

752B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[niyaznigmatul's solution](#)

496.

676B

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

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · Java 8 (first AC) · Tags: implementation, math

[niyaznigmatul's solution](#)

497.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,443 global accepts · Rating: 1500 · first AC: 2016-05-25 · Java 8 (first AC) · Tags: binary search, dp, strings, two pointers

[niyaznigmatul's solution](#)

498.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[niyaznigmatul's solution](#)

499.

550C

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

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2016-01-07 · GNU C++11 (first AC) · Tags: brute force, dp, math

[niyaznigmatul's solution](#)

500.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2016-01-07 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[niyaznigmatul's solution](#)

501.

562B

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

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502.

545C

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Quality: 32,880 global accepts · Rating: 1500 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: dp, greedy

[niyaznigmatul's solution](#)

503.

443B

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

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504.

527B

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Quality: 4,072 global accepts · Rating: 1500 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: greedy
[niyaznigmatul's solution](#)

505.

400C

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

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2015-03-03 · Java 8 (first AC) · Tags: implementation, math
[niyaznigmatul's solution](#)

506.

460B

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Quality: 13,372 global accepts · Rating: 1500 · first AC: 2015-02-21 · Java 8 (first AC) · Tags: brute force, implementation, math, number theory
[niyaznigmatul's solution](#)

507.

490B

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Quality: 6,424 global accepts · Rating: 1500 · first AC: 2015-02-13 · Java 8 (first AC) · Tags: dsu, implementation
[niyaznigmatul's solution](#)

508.

496B

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

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2015-02-04 · Delphi (first AC) · Tags: brute force, constructive algorithms, implementation
[niyaznigmatul's solution](#)

509.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 1500 · first AC: 2015-02-03 · Delphi (first AC) · Tags: dfs and similar
[niyaznigmatul's solution](#)

510.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · Java 7 (first AC) · Tags: greedy
[niyaznigmatul's solution](#)

511.

409H

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Quality: 9,489 global accepts · Rating: 1500 · first AC: 2014-04-01 · GNU C++0x (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation
[niyaznigmatul's solution](#)

512.

404B

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Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-20 · GNU C++0x (first AC) · Tags: implementation, math
[niyaznigmatul's solution](#)

513.

367A

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Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · Java 7 (first AC) · Tags: data structures, implementation
[niyaznigmatul's solution](#)

514.

354A

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Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-10-13 · Java 7 (first AC) · Tags: brute force, greedy, math
[niyaznigmatul's solution](#)

515.

341B

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

Rating: 1500 · first AC: 2013-08-30 · Java 7 (first AC) · Tags: binary search, data structures, dp
[niyaznigmatul's solution](#)

516.

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2013-08-03 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy
[niyaznigmatul's solution](#)

517.

332B

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Quality: 8,711 global accepts · Rating: 1500 · first AC: 2013-07-25 · GNU C++0x (first AC) · Tags: data structures, dp, implementation
[niyaznigmatul's solution](#)

518.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1500 · first AC: 2013-07-20 · Java 7 (first AC) · Tags: dfs and similar, shortest paths
[niyaznigmatul's solution](#)

519.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 1500 · first AC: 2013-07-20 · Java 7 (first AC) · Tags: constructive algorithms, greedy
[niyaznigmatul's solution](#)

520.

324A2

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

Rating: 1500 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

521.

237B

[Young Table](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 1500 · first AC: 2013-06-21 · GNU C++0x (first AC) · Tags: implementation, sortings
[niyaznigmatul's solution](#)

522.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: brute force, data structures
[niyaznigmatul's solution](#)

523.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: brute force, dfs and similar
[niyaznigmatul's solution](#)

524.

256A

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Rating: 1500 · first AC: 2013-05-24 · GNU C++ (first AC) · Tags: binary search, dp, two pointers
[niyaznigmatul's solution](#)

525.

288B

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Quality: 3,212 global accepts · Rating: 1500 · first AC: 2013-05-09 · GNU C++ (first AC) · Tags: combinatorics
[niyaznigmatul's solution](#)

526.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2013-05-06 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs
[niyaznigmatul's solution](#)

527.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 1500 · first AC: 2013-04-22 · Java 7 (first AC) · Tags: games, greedy
[niyaznigmatul's solution](#)

528.

290B

[QR code](#) · [Tutorial](#)

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[niyaznigmatul's solution](#)

529.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1500 · first AC: 2013-03-24 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[niyaznigmatul's solution](#)

530.

271C

[Secret](#) · [Tutorial](#)

Quality: 3,136 global accepts · Rating: 1500 · first AC: 2013-03-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[niyaznigmatul's solution](#)

531.

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2013-03-14 · GNU C++ (first AC) · Tags: greedy, math
[niyaznigmatul's solution](#)

532.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2013-03-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
[niyaznigmatul's solution](#)

533.

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2013-03-07 · GNU C++ (first AC) · Tags: sortings
[niyaznigmatul's solution](#)

534.

275C

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

Rating: 1500 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: binary search, greedy, sortings
[niyaznigmatul's solution](#)

535.

273A

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

Rating: 1500 · first AC: 2013-02-13 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

536.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2013-01-20 · Java 7 (first AC) · Tags: dp, number theory
[niyaznigmatul's solution](#)

537.

87A

[Trains](#) · [Tutorial](#)

Quality: 5,816 global accepts · Rating: 1500 · first AC: 2012-12-31 · Java 7 (first AC) · Tags: implementation, math
[niyaznigmatul's solution](#)

538.

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2012-12-24 · Java 7 (first AC) · Tags: expression parsing, implementation, strings
[niyaznigmatul's solution](#)

539.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2012-12-09 · Java 7 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

540.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2012-11-22 · Delphi (first AC) · Tags: *special, brute force, dp, strings
[niyaznigmatul's solution](#)

541.

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2012-11-19 · Java 6 (first AC) · Tags: constructive algorithms, greedy
[niyaznigmatul's solution](#)

542.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2012-10-01 · Java 6 (first AC) · Tags: brute force, two pointers
[niyaznigmatul's solution](#)

543.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2012-01-18 · Java 6 (first AC) · Tags: implementation, strings
[niyaznigmatul's solution](#)

544.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2011-09-15 · Java 6 (first AC) · Tags: greedy, sortings
[niyaznigmatul's solution](#)

545.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1500 · first AC: 2011-08-07 · Java 6 (first AC) · Tags: dfs and similar, dsu, graphs
[niyaznigmatul's solution](#)

546.

100B

[Friendly Numbers](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 1500 · first AC: 2011-07-30 · Pike (first AC) · Tags: *special, implementation
[niyaznigmatul's solution](#)

547.

91B

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Quality: 7,739 global accepts · Rating: 1500 · first AC: 2011-06-20 · Java 6 (first AC) · Tags: binary search, data structures
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548.

91A

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Quality: 3,954 global accepts · Rating: 1500 · first AC: 2011-06-20 · Java 6 (first AC) · Tags: greedy, strings
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549.

74B

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64B

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551.

53D

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552.

50B

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553.

44B

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554.

29B

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555.

22B

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556.

18A

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557.

17B

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558.

10B

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559.

2A

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560.

1861C

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561.

1689C

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Quality: 13,478 global accepts · Rating: 1600 · first AC: 2022-06-12 · Rust 2021 (first AC) · Tags: dfs and similar, dp, trees
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562.

1680C

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Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-18 · Rust 2021 (first AC) · Tags: binary search, greedy, strings, two pointers
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563.

1607E

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Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · Kotlin 1.5 (first AC) · Tags: implementation
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564.

1398C

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Quality: 36,633 global accepts · Rating: 1600 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
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565.

1184D1

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566.

1184C1

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567.

1133F1

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568.

1109A

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Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · Java 8 (first AC) · Tags: dp, implementation
[niyaznigmatul's solution](#)

569.

1028C

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570.

793B

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[niyaznigmatul's solution](#)

571.

781A

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[niyaznigmatul's solution](#)

572.

756B

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Quality: 4,539 global accepts · Rating: 1600 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: binary search, dp
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573.

741B

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[niyaznigmatul's solution](#)

574.

741A

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Quality: 5,696 global accepts · Rating: 1600 · first AC: 2016-12-06 · Java 8 (first AC) · Tags: dfs and similar, math
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575.

736B

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Rating: 1600 · first AC: 2016-11-27 · Java 8 (first AC) · Tags: math, number theory
[niyaznigmatul's solution](#)

576.

736A

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Rating: 1600 · first AC: 2016-11-27 · Java 8 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math
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577.

665A

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578.

659E

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579.

645C

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580.

615B

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[niyaznigmatul's solution](#)

581.

534C

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582.

607A

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[niyaznigmatul's solution](#)

583.

573B

[Bear and Blocks](#) · [Tutorial](#)

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[niyaznigmatul's solution](#)

584.

559A

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Quality: 10,909 global accepts · Rating: 1600 · first AC: 2015-07-22 · Java 8 (first AC) · Tags: brute force, geometry, math

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585.

538C

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Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[niyaznigmatul's solution](#)

586.

525C

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Quality: 6,066 global accepts · Rating: 1600 · first AC: 2015-03-26 · Java 8 (first AC) · Tags: greedy, math, sortings

[niyaznigmatul's solution](#)

587.

524A

[A\\$>CtCâCÔ>, C\\$K Ct=C 5D\\$5 DÔBC,,E C`NCD5C“ö](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: implementation

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588.

424C

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589.

518C

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590.

518A

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Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-24 · Java 8 (first AC) · Tags: constructive algorithms, strings

[niyaznigmatul's solution](#)

591.

416C

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Quality: 8,707 global accepts · Rating: 1600 · first AC: 2015-02-23 · Java 8 (first AC) · Tags: binary search, dp, greedy, implementation

[niyaznigmatul's solution](#)

592.

440B

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Quality: 2,325 global accepts · Rating: 1600 · first AC: 2015-02-21 · Java 8 (first AC) · Tags: greedy, implementation

[niyaznigmatul's solution](#)

593.

435C

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[niyaznigmatul's solution](#)

594.

476C

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Quality: 6,026 global accepts · Rating: 1600 · first AC: 2015-02-14 · Java 8 (first AC) · Tags: math

[niyaznigmatul's solution](#)

595.

493C

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[niyaznigmatul's solution](#)

596.

508C

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Quality: 4,669 global accepts · Rating: 1600 · first AC: 2015-02-03 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[niyaznigmatul's solution](#)

597.

512A

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Rating: 1600 · first AC: 2015-02-02 · Java 8 (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[niyaznigmatul's solution](#)

598.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[niyaznigmatul's solution](#)

599.

500B

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Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

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600.

431C

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Quality: 29,786 global accepts · Rating: 1600 · first AC: 2014-05-23 · Haskell (first AC) · Tags: dp, implementation, trees

[niyaznigmatul's solution](#)

601.

372A

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602.

364A

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603.

113A

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Quality: 2,603 global accepts · Rating: 1600 · first AC: 2013-10-28 · Java 7 (first AC) · Tags: implementation, strings
[niyaznigmatul's solution](#)

604.

353C

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[niyaznigmatul's solution](#)

605.

348A

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

606.

346A

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Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-20 · Java 7 (first AC) · Tags: games, math, number theory
[niyaznigmatul's solution](#)

607.

343A

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Quality: 10,083 global accepts · Rating: 1600 · first AC: 2013-09-14 · Java 7 (first AC) · Tags: math, number theory
[niyaznigmatul's solution](#)

608.

343B

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Quality: 17,318 global accepts · Rating: 1600 · first AC: 2013-09-14 · Java 7 (first AC) · Tags: data structures, greedy, implementation
[niyaznigmatul's solution](#)

609.

341A

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Rating: 1600 · first AC: 2013-08-30 · Java 7 (first AC) · Tags: math
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610.

231D

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Quality: 4,333 global accepts · Rating: 1600 · first AC: 2013-08-03 · GNU C++0x (first AC) · Tags: brute force, geometry
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611.

231C

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612.

333A

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Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-07-27 · Java 7 (first AC) · Tags: greedy

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613.

319A

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614.

237C

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Quality: 6,649 global accepts · Rating: 1600 · first AC: 2013-06-21 · GNU C++0x (first AC) · Tags: binary search, number theory, two pointers

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615.

316B2

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Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: dfs and similar, dp

[niyaznigmatul's solution](#)

616.

298D

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

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617.

297B

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Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-19 · Java 7 (first AC) · Tags: constructive algorithms, greedy

[niyaznigmatul's solution](#)

618.

291C

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Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-13 · Java 7 (first AC) · Tags: *special, bitmasks, brute force, implementation

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619.

291D

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Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-13 · Java 7 (first AC) · Tags: *special, greedy

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620.

260B

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Quality: 4,090 global accepts · Rating: 1600 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: brute force, implementation, strings

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621.

273B

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622.

269A

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623.

75C

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Quality: 15,651 global accepts · Rating: 1600 · first AC: 2012-12-24 · Java 7 (first AC) · Tags: binary search, number theory
[niyaznigmatul's solution](#)

624.

68B

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625.

243A

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Quality: 4,466 global accepts · Rating: 1600 · first AC: 2012-11-16 · Java 6 (first AC) · Tags: bitmasks
[niyaznigmatul's solution](#)

626.

175C

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Quality: 1,521 global accepts · Rating: 1600 · first AC: 2012-04-14 · Java 6 (first AC) · Tags: greedy, implementation, sortings, two pointers
[niyaznigmatul's solution](#)

627.

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2012-04-01 · Java 6 (first AC) · Tags: *special, brute force, implementation, number theory
[niyaznigmatul's solution](#)

628.

167A

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Quality: 2,186 global accepts · Rating: 1600 · first AC: 2012-03-27 · Java 6 (first AC) · Tags: implementation, math
[niyaznigmatul's solution](#)

629.

154B

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Quality: 6,127 global accepts · Rating: 1600 · first AC: 2012-02-24 · Java 6 (first AC) · Tags: math, number theory
[niyaznigmatul's solution](#)

630.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2012-02-24 · Java 6 (first AC) · Tags: greedy
[niyaznigmatul's solution](#)

631.

150B

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

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[niyaznigmatul's solution](#)

632.

142A

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Quality: 2,844 global accepts · Rating: 1600 · first AC: 2012-01-12 · Java 6 (first AC) · Tags: brute force, math
[niyaznigmatul's solution](#)

633.

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2011-11-25 · Java 6 (first AC) · Tags: dfs and similar, graphs
[niyaznigmatul's solution](#)

634.

107B

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Quality: 4,274 global accepts · Rating: 1600 · first AC: 2011-08-23 · Java 6 (first AC) · Tags: combinatorics, dp, math, probabilities
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635.

100E

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Quality: 305 global accepts · Rating: 1600 · first AC: 2011-07-30 · Pike (first AC) · Tags: *special, math
[niyaznigmatul's solution](#)

636.

95A

[Hockey](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1600 · first AC: 2011-07-15 · Java 6 (first AC) · Tags: implementation, strings
[niyaznigmatul's solution](#)

637.

86A

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Quality: 1,660 global accepts · Rating: 1600 · first AC: 2011-05-22 · Java 6 (first AC) · Tags: math
[niyaznigmatul's solution](#)

638.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2011-04-25 · Mono C# (first AC) · Tags: expression parsing, greedy, strings
[niyaznigmatul's solution](#)

639.

71C

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Quality: 7,331 global accepts · Rating: 1600 · first AC: 2011-04-12 · Java 6 (first AC) · Tags: dp, math, number theory
[niyaznigmatul's solution](#)

640.

73A

[The Elder Trolls IV: Oblivon](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1600 · first AC: 2011-04-10 · Java 6 (first AC) · Tags: greedy, math
[niyaznigmatul's solution](#)

641.

64C

[Table](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 1600 · first AC: 2011-02-21 · Tcl (first AC) · Tags: *special, greedy, implementation, math
[niyaznigmatul's solution](#)

642.

59C

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Quality: 2,455 global accepts · Rating: 1600 · first AC: 2011-02-11 · Java 6 (first AC) · Tags: expression parsing
[niyaznigmatul's solution](#)

643.

57B

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

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2011-01-25 · Java 6 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

644.

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2011-01-04 · Java 6 (first AC) · Tags: combinatorics
[niyaznigmatul's solution](#)

645.

40B

[Repaintings](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2010-11-05 · Java 6 (first AC) · Tags: math

[niyaznigmatul's solution](#)

646.

36B

[Fractal](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1600 · first AC: 2010-10-19 · Java 6 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

647.

34D

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Quality: 6,491 global accepts · Rating: 1600 · first AC: 2010-10-12 · Java 6 (first AC) · Tags: dfs and similar, graphs

[niyaznigmatul's solution](#)

648.

32D

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Quality: 1,491 global accepts · Rating: 1600 · first AC: 2010-10-02 · Java 6 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

649.

23B

[Party](#) · [Tutorial](#)

Quality: 3,863 global accepts · Rating: 1600 · first AC: 2010-07-09 · Java 6 (first AC) · Tags: constructive algorithms, graphs, math

[niyaznigmatul's solution](#)

650.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1600 · first AC: 2010-04-26 · Java 6 (first AC) · Tags: math

[niyaznigmatul's solution](#)

651.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2010-04-01 · Java 6 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

652.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2010-02-19 · Java 6 (first AC) · Tags: implementation, math

[niyaznigmatul's solution](#)

653.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-23 · Rust 2021 (first AC) · Tags: games

[niyaznigmatul's solution](#)

654.

1760G

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

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2022-12-18 · Rust 2021 (first AC) · Tags: bitmasks, dfs and similar, graphs

[niyaznigmatul's solution](#)

655.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-09-14 · Rust 2021 (first AC) · Tags: combinatorics, data structures, implementation, math

[niyaznigmatul's solution](#)

656.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-21 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy

[niyaznigmatul's solution](#)

657.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-17 · Rust 2021 (first AC) · Tags: graphs, math, number theory, strings

[niyaznigmatul's solution](#)

658.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-06-15 · Rust 2021 (first AC) · Tags: data structures, dp, greedy, math

[niyaznigmatul's solution](#)

659.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[niyaznigmatul's solution](#)

660.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[niyaznigmatul's solution](#)

661.

1210B

[Marcin and Training Camp](#) · [Tutorial](#)

Quality: 6,041 global accepts · Rating: 1700 · first AC: 2019-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[niyaznigmatul's solution](#)

662.

1210A

[Anadi and Domino](#) · [Tutorial](#)

Quality: 5,536 global accepts · Rating: 1700 · first AC: 2019-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[niyaznigmatul's solution](#)

663.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[niyaznigmatul's solution](#)

664.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive

[niyaznigmatul's solution](#)

665.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[niyaznigmatul's solution](#)

666.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[niyaznigmatul's solution](#)

667.

756A

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

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar

[niyaznigmatul's solution](#)

668.

644B

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

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

[niyaznigmatul's solution](#)

669.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[niyaznigmatul's solution](#)

670.

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

[niyaznigmatul's solution](#)

671.

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

[niyaznigmatul's solution](#)

672.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2015-07-22 · Java 8 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[niyaznigmatul's solution](#)

673.

546D

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

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory

[niyaznigmatul's solution](#)

674.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-04-30 · Java 8 (first AC) · Tags: greedy, implementation

[niyaznigmatul's solution](#)

675.

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[niyaznigmatul's solution](#)

676.

524B

[BD>D\\$> CÔO CÔOCÂOD\\$> 2 \(round version\)](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · Java 8 (first AC) · Tags: dp, greedy

[niyaznigmatul's solution](#)

677.

518D

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

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2015-02-24 · Java 8 (first AC) · Tags: combinatorics, dp, math, probabilities
[niyaznigmatul's solution](#)

678.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2015-02-23 · Java 8 (first AC) · Tags: dfs and similar, graphs, two pointers
[niyaznigmatul's solution](#)

679.

460C

[Present](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1700 · first AC: 2015-02-21 · Java 8 (first AC) · Tags: binary search, data structures, greedy
[niyaznigmatul's solution](#)

680.

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1700 · first AC: 2015-02-16 · last AC: 2015-02-16 · Python 3 (first AC) · Tags: brute force, implementation, two pointers
[niyaznigmatul's solution](#)

681.

451C

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

Quality: 3,587 global accepts · Rating: 1700 · first AC: 2015-02-16 · Java 8 (first AC) · Tags: brute force, implementation, math
[niyaznigmatul's solution](#)

682.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2015-02-15 · Java 8 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[niyaznigmatul's solution](#)

683.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2015-02-15 · Java 8 (first AC) · Tags: dp
[niyaznigmatul's solution](#)

684.

489D

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

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2015-02-15 · Java 8 (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs
[niyaznigmatul's solution](#)

685.

471C

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

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2015-02-14 · Java 8 (first AC) · Tags: binary search, brute force, greedy, math
[niyaznigmatul's solution](#)

686.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2015-02-13 · Java 8 (first AC) · Tags: brute force, math, number theory, strings
[niyaznigmatul's solution](#)

687.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,206 global accepts · Rating: 1700 · first AC: 2015-02-11 · Java 8 (first AC) · Tags: constructive algorithms, games, math

[niyaznigmatul's solution](#)

688.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2015-02-11 · Java 8 (first AC) · Tags: brute force, greedy, implementation

[niyaznigmatul's solution](#)

689.

507C

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

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-02-03 · Java 8 (first AC) · Tags: implementation, math, trees

[niyaznigmatul's solution](#)

690.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-10-20 · GNU C++0x (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[niyaznigmatul's solution](#)

691.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · Java 8 (first AC) · Tags: greedy, strings

[niyaznigmatul's solution](#)

692.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++0x (first AC) · Tags: *special

[niyaznigmatul's solution](#)

693.

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2013-08-26 · Java 7 (first AC) · Tags: data structures, trees

[niyaznigmatul's solution](#)

694.

339C

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

Quality: 8,762 global accepts · Rating: 1700 · first AC: 2013-08-26 · Java 7 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[niyaznigmatul's solution](#)

695.

324B1

[Shave Beaver!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: —

[niyaznigmatul's solution](#)

696.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2013-06-28 · Java 7 (first AC) · Tags: binary search, implementation, math

[niyaznigmatul's solution](#)

697.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: hashing, strings

[niyaznigmatul's solution](#)

698.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1700 · first AC: 2013-04-19 · Java 7 (first AC) · Tags: constructive algorithms

[niyaznigmatul's solution](#)

699.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,665 global accepts · Rating: 1700 · first AC: 2013-04-11 · Java 7 (first AC) · Tags: dp, graphs, shortest paths
[niyaznigmatul's solution](#)

700.

294B

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

Quality: 5,038 global accepts · Rating: 1700 · first AC: 2013-04-11 · FPC (first AC) · Tags: dp, greedy
[niyaznigmatul's solution](#)

701.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation
[niyaznigmatul's solution](#)

702.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2013-03-07 · FPC (first AC) · Tags: dp
[niyaznigmatul's solution](#)

703.

269B

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

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-01 · Java 7 (first AC) · Tags: dp
[niyaznigmatul's solution](#)

704.

105A

[Transmigration](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 1700 · first AC: 2013-01-15 · Java 7 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

705.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,195 global accepts · Rating: 1700 · first AC: 2013-01-15 · Java 7 (first AC) · Tags: binary search, data structures, dp
[niyaznigmatul's solution](#)

706.

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2013-01-14 · Java 7 (first AC) · Tags: brute force, implementation
[niyaznigmatul's solution](#)

707.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2013-01-14 · Java 7 (first AC) · Tags: dp
[niyaznigmatul's solution](#)

708.

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2012-12-29 · Java 7 (first AC) · Tags: constructive algorithms, hashing, implementation
[niyaznigmatul's solution](#)

709.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2012-12-25 · Java 7 (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[niyaznigmatul's solution](#)

710.

51B

[bHTML Tables Analysis](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 1700 · first AC: 2012-12-10 · Java 7 (first AC) · Tags: expression parsing

[niyaznigmatul's solution](#)

711.

245C

[Game with Coins](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 1700 · first AC: 2012-11-19 · Java 6 (first AC) · Tags: greedy

[niyaznigmatul's solution](#)

712.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2012-10-01 · Java 6 (first AC) · Tags: binary search, data structures, graphs, shortest paths

[niyaznigmatul's solution](#)

713.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,808 global accepts · Rating: 1700 · first AC: 2012-09-16 · Java 6 (first AC) · Tags: data structures, expression parsing, implementation

[niyaznigmatul's solution](#)

714.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1700 · first AC: 2012-06-03 · Java 6 (first AC) · Tags: constructive algorithms, graphs, trees

[niyaznigmatul's solution](#)

715.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2012-04-20 · Java 6 (first AC) · Tags: dp

[niyaznigmatul's solution](#)

716.

168B

[Wizards and Minimal Spell](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 1700 · first AC: 2012-04-16 · Python 2 (first AC) · Tags: implementation, strings

[niyaznigmatul's solution](#)

717.

164A

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

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2012-04-08 · Java 6 (first AC) · Tags: dfs and similar, graphs

[niyaznigmatul's solution](#)

718.

163A

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

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · Java 6 (first AC) · Tags: dp

[niyaznigmatul's solution](#)

719.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · Java 6 (first AC) · Tags: constructive algorithms, greedy, sortings

[niyaznigmatul's solution](#)

720.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · Java 6 (first AC) · Tags: geometry, math

[niyaznigmatul's solution](#)

721.

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2011-11-25 · Java 6 (first AC) · Tags: sortings

[niyaznigmatul's solution](#)

722.

98A

[Help Victoria the Wise](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 1700 · first AC: 2011-07-22 · Java 6 (first AC) · Tags: brute force, implementation

[niyaznigmatul's solution](#)

723.

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2011-06-30 · Java 6 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

724.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2011-05-04 · Java 6 (first AC) · Tags: implementation, strings

[niyaznigmatul's solution](#)

725.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2011-05-04 · Java 6 (first AC) · Tags: greedy, math, sortings

[niyaznigmatul's solution](#)

726.

66D

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

Quality: 3,613 global accepts · Rating: 1700 · first AC: 2011-03-07 · Java 6 (first AC) · Tags: constructive algorithms, math, number theory

[niyaznigmatul's solution](#)

727.

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: 1700 · first AC: 2011-03-05 · Java 6 (first AC) · Tags: brute force, greedy, implementation

[niyaznigmatul's solution](#)

728.

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2011-01-21 · Java 6 (first AC) · Tags: data structures, expression parsing, implementation

[niyaznigmatul's solution](#)

729.

53B

[Blog Photo](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 1700 · first AC: 2011-01-06 · Java 6 (first AC) · Tags: binary search, implementation

[niyaznigmatul's solution](#)

730.

42B

[Game of chess unfinished](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 1700 · first AC: 2010-11-18 · Java 6 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

731.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,005 global accepts · Rating: 1700 · first AC: 2010-11-06 · Java 6 (first AC) · Tags: dp

[niyaznigmatul's solution](#)

732.

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2010-10-02 · Delphi (first AC) · Tags: math

[niyaznigmatul's solution](#)

733.

30B

[Codeforces World Finals](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 1700 · first AC: 2010-09-24 · Java 6 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

734.

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,480 global accepts · Rating: 1700 · first AC: 2010-09-21 · Java 6 (first AC) · Tags: data structures, dfs and similar, graphs, implementation

[niyaznigmatul's solution](#)

735.

22C

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

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2010-07-01 · Java 6 (first AC) · Tags: graphs

[niyaznigmatul's solution](#)

736.

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2010-06-16 · Java 6 (first AC) · Tags: brute force, math

[niyaznigmatul's solution](#)

737.

4D

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

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2010-03-13 · Java 6 (first AC) · Tags: dp, sortings

[niyaznigmatul's solution](#)

738.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[niyaznigmatul's solution](#)

739.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[niyaznigmatul's solution](#)

740.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-04-02 · Rust 2021 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[niyaznigmatul's solution](#)

741.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-13 · Rust 2021 (first AC) · Tags: interactive, probabilities

[niyaznigmatul's solution](#)

742.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · Rust 2021 (first AC) · Tags: constructive algorithms, dp, games, two pointers
[niyaznigmatul's solution](#)

743.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-06-18 · Rust 2021 (first AC) · Tags: data structures, greedy, implementation
[niyaznigmatul's solution](#)

744.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-06-18 · Rust 2021 (first AC) · Tags: dfs and similar, dp, greedy, trees
[niyaznigmatul's solution](#)

745.

1571D

[Sweepstake](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 1800 · first AC: 2021-10-26 · Kotlin 1.5 (first AC) · Tags: *special, brute force, constructive algorithms, implementation, math
[niyaznigmatul's solution](#)

746.

1571C

[Rhyme](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 1800 · first AC: 2021-10-26 · Kotlin 1.5 (first AC) · Tags: *special, implementation
[niyaznigmatul's solution](#)

747.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · Java 8 (first AC) · Tags: games
[niyaznigmatul's solution](#)

748.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,445 global accepts · Rating: 1800 · first AC: 2019-03-07 · Java 8 (first AC) · Tags: dp, sortings, two pointers
[niyaznigmatul's solution](#)

749.

668B

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

Rating: 1800 · first AC: 2016-04-24 · Java 8 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

750.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory
[niyaznigmatul's solution](#)

751.

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs
[niyaznigmatul's solution](#)

752.

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: constructive algorithms
[niyaznigmatul's solution](#)

753.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[niyaznigmatul's solution](#)

754.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: brute force, constructive algorithms, implementation
[niyaznigmatul's solution](#)

755.

533E

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

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-04-20 · MS C++ (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers
[niyaznigmatul's solution](#)

756.

532E

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

Rating: 1800 · first AC: 2015-04-17 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

757.

519D

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

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2015-03-01 · Java 8 (first AC) · Tags: data structures, dp, two pointers
[niyaznigmatul's solution](#)

758.

483B

[Friends and Presents](#) · [Tutorial](#)

Quality: 4,354 global accepts · Rating: 1800 · first AC: 2015-02-23 · Java 8 (first AC) · Tags: binary search, math
[niyaznigmatul's solution](#)

759.

440C

[One-Based Arithmetic](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 1800 · first AC: 2015-02-21 · Java 8 (first AC) · Tags: brute force, dfs and similar, divide and conquer
[niyaznigmatul's solution](#)

760.

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2015-02-20 · Java 8 (first AC) · Tags: binary search, brute force
[niyaznigmatul's solution](#)

761.

432C

[Prime Swaps](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2015-02-20 · Java 8 (first AC) · Tags: greedy, sortings
[niyaznigmatul's solution](#)

762.

459D

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492D

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786.

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789.

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827.

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717E

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597C

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834.

562D

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835.

549D

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836.

540D

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837.

524C

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838.

412E

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839.

448C

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9D

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841.

459C

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842.

459E

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476D

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844.

490D

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845.

512B

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846.

500D

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847.

27C

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848.

25D

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849.

25C

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850.

480C

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851.

463C

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852.

463D

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853.

404D

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854.

388B

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855.

372B

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856.

367B

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857.

353B

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858.

343C

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859.

324B2

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860.

321B

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861.

319B

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862.

309C

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863.

292D

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864.

292E

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865.

294C

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866.

257D

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867.

285D

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868.

111B

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869.

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 1900 · first AC: 2013-03-07 · FPC (first AC) · Tags: dp, strings
[niyaznigmatul's solution](#)

870.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2013-03-07 · FPC (first AC) · Tags: brute force, greedy, sortings, strings
[niyaznigmatul's solution](#)

871.

261B

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

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2013-01-13 · Java 7 (first AC) · Tags: dp, math, probabilities
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872.

22D

[Segments](#) · [Tutorial](#)

Quality: 3,415 global accepts · Rating: 1900 · first AC: 2013-01-11 · Java 7 (first AC) · Tags: greedy, sortings

[niyaznigmatul's solution](#)

873.

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2012-12-29 · Java 7 (first AC) · Tags: implementation, strings

[niyaznigmatul's solution](#)

874.

14E

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Quality: 2,061 global accepts · Rating: 1900 · first AC: 2012-12-28 · Java 7 (first AC) · Tags: dp

[niyaznigmatul's solution](#)

875.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2012-12-28 · Java 7 (first AC) · Tags: implementation, strings

[niyaznigmatul's solution](#)

876.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2012-12-28 · Java 7 (first AC) · Tags: bitmasks, dp, probabilities

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877.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2012-12-25 · Java 7 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[niyaznigmatul's solution](#)

878.

258B

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Quality: 1,604 global accepts · Rating: 1900 · first AC: 2012-12-22 · Java 7 (first AC) · Tags: brute force, combinatorics, dp

[niyaznigmatul's solution](#)

879.

19B

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Quality: 5,824 global accepts · Rating: 1900 · first AC: 2012-12-09 · Java 7 (first AC) · Tags: dp

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880.

241G

[Challenging Balloons](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 1900 · first AC: 2012-11-01 · Java 6 (first AC) · Tags: constructive algorithms

[niyaznigmatul's solution](#)

881.

229C

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Quality: 1,783 global accepts · Rating: 1900 · first AC: 2012-10-01 · Java 6 (first AC) · Tags: combinatorics, graphs, math

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882.

223C

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Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-09-16 · Java 6 (first AC) · Tags: combinatorics, math, number theory

[niyaznigmatul's solution](#)

883.

223B

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Quality: 2,034 global accepts · Rating: 1900 · first AC: 2012-09-16 · Java 6 (first AC) · Tags: data structures, dp, strings
[niyaznigmatul's solution](#)

884.

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2012-04-06 · Java 6 (first AC) · Tags: brute force, dp
[niyaznigmatul's solution](#)

885.

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-04 · Java 6 (first AC) · Tags: *special, dp, sortings
[niyaznigmatul's solution](#)

886.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2012-01-18 · Java 6 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths
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887.

138B

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

Quality: 1,110 global accepts · Rating: 1900 · first AC: 2011-12-24 · Java 6 (first AC) · Tags: greedy
[niyaznigmatul's solution](#)

888.

109B

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

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2011-08-29 · Java 6 (first AC) · Tags: brute force, probabilities
[niyaznigmatul's solution](#)

889.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1900 · first AC: 2011-08-29 · Java 6 (first AC) · Tags: dp, dsu, trees
[niyaznigmatul's solution](#)

890.

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2011-08-07 · Java 6 (first AC) · Tags: constructive algorithms, greedy
[niyaznigmatul's solution](#)

891.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,388 global accepts · Rating: 1900 · first AC: 2011-07-15 · Java 6 (first AC) · Tags: shortest paths
[niyaznigmatul's solution](#)

892.

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2011-06-30 · Java 6 (first AC) · Tags: greedy
[niyaznigmatul's solution](#)

893.

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2011-04-12 · Java 6 (first AC) · Tags: dp, games
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894.

61E

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Quality: 15,178 global accepts · Rating: 1900 · first AC: 2011-02-22 · Java 6 (first AC) · Tags: data structures, trees

[niyaznigmatul's solution](#)

895.

57C

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Quality: 4,009 global accepts · Rating: 1900 · first AC: 2011-01-25 · Java 6 (first AC) · Tags: combinatorics, math

[niyaznigmatul's solution](#)

896.

55C

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Quality: 1,828 global accepts · Rating: 1900 · first AC: 2011-01-14 · Java 6 (first AC) · Tags: games

[niyaznigmatul's solution](#)

897.

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2010-11-14 · Java 6 (first AC) · Tags: greedy, meet-in-the-middle, sortings

[niyaznigmatul's solution](#)

898.

41E

[3-cycles](#) · [Tutorial](#)

Quality: 2,227 global accepts · Rating: 1900 · first AC: 2010-11-08 · Java 6 (first AC) · Tags: constructive algorithms, graphs, greedy

[niyaznigmatul's solution](#)

899.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2010-11-08 · Java 6 (first AC) · Tags: dp

[niyaznigmatul's solution](#)

900.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,159 global accepts · Rating: 1900 · first AC: 2010-10-25 · Java 6 (first AC) · Tags: data structures, greedy, trees

[niyaznigmatul's solution](#)

901.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,865 global accepts · Rating: 1900 · first AC: 2010-03-27 · Java 6 (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[niyaznigmatul's solution](#)

902.

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2010-03-20 · Java 6 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[niyaznigmatul's solution](#)

903.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1900 · first AC: 2010-03-07 · Java 6 (first AC) · Tags: greedy, sortings

[niyaznigmatul's solution](#)

904.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[niyaznigmatul's solution](#)

905.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-23 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[niyaznigmatul's solution](#)

906.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-06-18 · Rust 2021 (first AC) · Tags: dfs and similar, dp, graphs

[niyaznigmatul's solution](#)

907.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-06-18 · Rust 2021 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[niyaznigmatul's solution](#)

908.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-17 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy, sortings

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909.

1680E

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Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-18 · last AC: 2022-05-18 · Rust 2021 (first AC) · Tags: bitmasks, dp, greedy

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910.

1571F

[Kotlinforces](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2000 · first AC: 2021-10-26 · Kotlin 1.5 (first AC) · Tags: *special, constructive algorithms, dp

[niyaznigmatul's solution](#)

911.

1210C

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Quality: 3,598 global accepts · Rating: 2000 · first AC: 2019-09-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, trees

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912.

1209G1

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913.

1209E1

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Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

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914.

1198C

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Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[niyaznigmatul's solution](#)

915.

1190D

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Quality: 2,685 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

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916.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · Java 8 (first AC) · Tags: games

[niyaznigmatul's solution](#)

917.

855C

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Quality: 2,406 global accepts · Rating: 2000 · first AC: 2017-09-24 · Java 8 (first AC) · Tags: dp, trees

[niyaznigmatul's solution](#)

918.

843B

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

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919.

755D

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[niyaznigmatul's solution](#)

920.

676D

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Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-05-25 · Java 8 (first AC) · Tags: graphs, implementation, shortest paths

[niyaznigmatul's solution](#)

921.

668D

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

Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures

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922.

662D

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Quality: 1,715 global accepts · Rating: 2000 · first AC: 2016-04-17 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

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923.

659F

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Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[niyaznigmatul's solution](#)

924.

615C

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Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-01-08 · FPC (first AC) · Tags: dp, greedy, strings, trees

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925.

615D

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Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-01-08 · FPC (first AC) · Tags: math, number theory

[niyaznigmatul's solution](#)

926.

545E

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Quality: 5,555 global accepts · Rating: 2000 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[niyaznigmatul's solution](#)

927.

541C

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Rating: 2000 · first AC: 2015-05-03 · Java 8 (first AC) · Tags: —

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928.

540C

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Quality: 8,236 global accepts · Rating: 2000 · first AC: 2015-04-30 · Java 8 (first AC) · Tags: dfs and similar

[niyaznigmatul's solution](#)

929.

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[niyaznigmatul's solution](#)

930.

526C

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Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: brute force, greedy, math

[niyaznigmatul's solution](#)

931.

514C

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Quality: 8,159 global accepts · Rating: 2000 · first AC: 2015-03-10 · GNU C (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

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932.

522D

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Quality: 4,049 global accepts · Rating: 2000 · first AC: 2015-03-08 · Java 8 (first AC) · Tags: *special, data structures

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933.

400D

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Quality: 3,172 global accepts · Rating: 2000 · first AC: 2015-03-03 · Java 8 (first AC) · Tags: dsu, graphs, shortest paths

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934.

401D

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

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935.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2015-02-23 · Java 8 (first AC) · Tags: dfs and similar

[niyaznigmatul's solution](#)

936.

427E

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Quality: 1,612 global accepts · Rating: 2000 · first AC: 2015-02-23 · Java 8 (first AC) · Tags: greedy, implementation, math, ternary search
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937.

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2015-02-20 · Java 8 (first AC) · Tags: dp, string suffix structures, strings, two pointers
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938.

435D

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Quality: 788 global accepts · Rating: 2000 · first AC: 2015-02-18 · Java 8 (first AC) · Tags: brute force, dp, greedy
[niyaznigmatul's solution](#)

939.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures, graph matchings, greedy, implementation
[niyaznigmatul's solution](#)

940.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 2000 · first AC: 2015-02-16 · Java 8 (first AC) · Tags: math
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941.

466B

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Quality: 5,267 global accepts · Rating: 2000 · first AC: 2015-02-15 · Java 8 (first AC) · Tags: brute force, math
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942.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2015-02-15 · Java 8 (first AC) · Tags: binary search, data structures, dp, sortings, trees
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943.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2015-02-15 · Java 8 (first AC) · Tags: brute force, geometry
[niyaznigmatul's solution](#)

944.

490E

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Quality: 1,699 global accepts · Rating: 2000 · first AC: 2015-02-13 · last AC: 2015-02-13 · Java 8 (first AC) · Tags: binary search, brute force, greedy, implementation
[niyaznigmatul's solution](#)

945.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2015-02-13 · Java 8 (first AC) · Tags: math
[niyaznigmatul's solution](#)

946.

513C

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Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: bitmasks, probabilities
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947.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2000 · first AC: 2014-12-19 · GNU C++0x (first AC) · Tags: dp

[niyaznigmatul's solution](#)

948.

18D

[Seller Bob](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2000 · first AC: 2014-12-19 · GNU C++0x (first AC) · Tags: brute force, dp, greedy

[niyaznigmatul's solution](#)

949.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: constructive algorithms, dp

[niyaznigmatul's solution](#)

950.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2014-11-19 · Java 8 (first AC) · Tags: brute force, data structures, hashing, strings

[niyaznigmatul's solution](#)

951.

114D

[Petr#](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: data structures, hashing, string suffix structures, strings

[niyaznigmatul's solution](#)

952.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: dfs and similar, dp, trees

[niyaznigmatul's solution](#)

953.

478D

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Quality: 7,145 global accepts · Rating: 2000 · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: dp

[niyaznigmatul's solution](#)

954.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-07 · Java 8 (first AC) · Tags: brute force, geometry

[niyaznigmatul's solution](#)

955.

367C

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Quality: 1,924 global accepts · Rating: 2000 · first AC: 2013-11-26 · Java 7 (first AC) · Tags: graphs, greedy, sortings

[niyaznigmatul's solution](#)

956.

360B

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Quality: 3,494 global accepts · Rating: 2000 · first AC: 2013-11-10 · GNU C++0x (first AC) · Tags: binary search, dp

[niyaznigmatul's solution](#)

957.

346B

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

Quality: 4,261 global accepts · Rating: 2000 · first AC: 2013-09-20 · Java 7 (first AC) · Tags: dp, strings

[niyaznigmatul's solution](#)

958.

341C

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

Rating: 2000 · first AC: 2013-08-30 · Java 7 (first AC) · Tags: combinatorics, dp, math

[niyaznigmatul's solution](#)

959.

237D

[T-decomposition](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2000 · first AC: 2013-06-21 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, trees

[niyaznigmatul's solution](#)

960.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2013-06-21 · GNU C++0x (first AC) · Tags: flows, graphs

[niyaznigmatul's solution](#)

961.

253D

[Table with Letters - 2](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2000 · first AC: 2013-05-18 · GNU C++ (first AC) · Tags: brute force, two pointers

[niyaznigmatul's solution](#)

962.

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2013-05-17 · Java 7 (first AC) · Tags: binary search, math, two pointers

[niyaznigmatul's solution](#)

963.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: brute force

[niyaznigmatul's solution](#)

964.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2013-04-13 · Java 7 (first AC) · Tags: *special, dfs and similar, hashing, strings

[niyaznigmatul's solution](#)

965.

263C

[Circle of Numbers](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2000 · first AC: 2013-03-29 · GNU C++ (first AC) · Tags: brute force, dfs and similar, implementation

[niyaznigmatul's solution](#)

966.

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2013-03-23 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[niyaznigmatul's solution](#)

967.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2013-03-10 · Java 7 (first AC) · Tags: geometry

[niyaznigmatul's solution](#)

968.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2013-03-07 · FPC (first AC) · Tags: data structures, implementation, strings

[niyaznigmatul's solution](#)

969.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2013-03-07 · last AC: 2013-03-07 · FPC (first AC) · Tags: dfs and similar, graphs

[niyaznigmatul's solution](#)

970.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2013-01-20 · Java 7 (first AC) · Tags: dp

[niyaznigmatul's solution](#)

971.

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2013-01-15 · Java 7 (first AC) · Tags: implementation, math

[niyaznigmatul's solution](#)

972.

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2013-01-13 · Java 7 (first AC) · Tags: constructive algorithms, dp, math

[niyaznigmatul's solution](#)

973.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2012-12-31 · Java 7 (first AC) · Tags: dp, games, math

[niyaznigmatul's solution](#)

974.

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2012-12-29 · Java 7 (first AC) · Tags: data structures, dfs and similar, sortings

[niyaznigmatul's solution](#)

975.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2012-12-29 · Java 7 (first AC) · Tags: dp

[niyaznigmatul's solution](#)

976.

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2012-12-29 · Java 7 (first AC) · Tags: geometry, implementation

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977.

75D

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978.

245F

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979.

243B

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980.

241C

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981.

193B

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982.

164B

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983.

163B

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984.

131F

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985.

117C

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Quality: 2,962 global accepts · Rating: 2000 · first AC: 2011-09-23 · Java 6 (first AC) · Tags: dfs and similar, graphs

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986.

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2011-08-29 · Java 6 (first AC) · Tags: constructive algorithms, sortings

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987.

78C

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[niyaznigmatul's solution](#)

988.

27E

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Quality: 4,907 global accepts · Rating: 2000 · first AC: 2011-04-25 · Mono C# (first AC) · Tags: brute force, dp, number theory

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989.

69C

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[niyaznigmatul's solution](#)

990.

73B

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991.

66E

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Quality: 926 global accepts · Rating: 2000 · first AC: 2011-03-07 · Java 6 (first AC) · Tags: data structures, dp

[niyaznigmatul's solution](#)

992.

61C

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[niyaznigmatul's solution](#)

993.

59E

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Quality: 4,812 global accepts · Rating: 2000 · first AC: 2011-02-11 · Java 6 (first AC) · Tags: graphs, shortest paths

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994.

59D

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Quality: 748 global accepts · Rating: 2000 · first AC: 2011-02-11 · Java 6 (first AC) · Tags: constructive algorithms, greedy, implementation

[niyaznigmatul's solution](#)

995.

54C

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Quality: 1,641 global accepts · Rating: 2000 · first AC: 2011-01-11 · Java 6 (first AC) · Tags: dp, math, probabilities

[niyaznigmatul's solution](#)

996.

44J

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Quality: 614 global accepts · Rating: 2000 · first AC: 2010-11-06 · Java 6 (first AC) · Tags: constructive algorithms, greedy

[niyaznigmatul's solution](#)

997.

34E

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Quality: 653 global accepts · Rating: 2000 · first AC: 2010-10-12 · Java 6 (first AC) · Tags: brute force, implementation, math

[niyaznigmatul's solution](#)

998.

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2010-10-07 · Java 6 (first AC) · Tags: geometry, graphs, shortest paths, sortings

[niyaznigmatul's solution](#)

999.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2010-09-21 · Java 6 (first AC) · Tags: constructive algorithms, dfs and similar, trees

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1000.

21C

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Quality: 2,540 global accepts · Rating: 2000 · first AC: 2010-06-28 · Java 6 (first AC) · Tags: binary search, dp, sortings

[niyaznigmatul's solution](#)

1001.

21B

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Quality: 1,583 global accepts · Rating: 2000 · first AC: 2010-06-28 · Java 6 (first AC) · Tags: implementation, math

[niyaznigmatul's solution](#)

1002.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 2000 · first AC: 2010-05-29 · Java 6 (first AC) · Tags: games

[niyaznigmatul's solution](#)

1003.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2000 · first AC: 2010-04-15 · Java 6 (first AC) · Tags: number theory

[niyaznigmatul's solution](#)

1004.

8C

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

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2010-04-08 · Java 6 (first AC) · Tags: bitmasks, dp

[niyaznigmatul's solution](#)

1005.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2010-02-27 · Java 6 (first AC) · Tags: dp, math

[niyaznigmatul's solution](#)

1006.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[niyaznigmatul's solution](#)

1007.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2100 · first AC: 2022-09-13 · Rust 2021 (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[niyaznigmatul's solution](#)

1008.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · last AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[niyaznigmatul's solution](#)

1009.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[niyaznigmatul's solution](#)

1010.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · Java 8 (first AC) · Tags: dfs and similar, math, number theory

[niyaznigmatul's solution](#)

1011.

793D

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

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · Java 8 (first AC) · Tags: dp, graphs, shortest paths

[niyaznigmatul's solution](#)

1012.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · Java 8 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[niyaznigmatul's solution](#)

1013.

752E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[niyaznigmatul's solution](#)

1014.

752D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings

[niyaznigmatul's solution](#)

1015.

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees

[niyaznigmatul's solution](#)

1016.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings

[niyaznigmatul's solution](#)

1017.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2016-01-08 · FPC (first AC) · Tags: binary search, implementation, math

[niyaznigmatul's solution](#)

1018.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dp, greedy

[niyaznigmatul's solution](#)

1019.

546E

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

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2015-05-22 · Java 8 (first AC) · Tags: flows, graphs, math

[niyaznigmatul's solution](#)

1020.

541F

[Quest](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1021.

540E

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

Quality: 2,494 global accepts · Rating: 2100 · first AC: 2015-04-30 · Java 8 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[niyaznigmatul's solution](#)

1022.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2015-04-01 · GNU C++11 (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[niyaznigmatul's solution](#)

1023.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2015-03-26 · Java 8 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[niyaznigmatul's solution](#)

1024.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: greedy, two pointers

[niyaznigmatul's solution](#)

1025.

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: greedy

[niyaznigmatul's solution](#)

1026.

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2015-03-04 · Java 8 (first AC) · Tags: binary search, bitmasks, data structures

[niyaznigmatul's solution](#)

1027.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2015-03-01 · Java 8 (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[niyaznigmatul's solution](#)

1028.

466E

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

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2015-02-15 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[niyaznigmatul's solution](#)

1029.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2015-02-15 · Java 8 (first AC) · Tags: combinatorics, dp

[niyaznigmatul's solution](#)

1030.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2015-02-15 · Java 8 (first AC) · Tags: data structures, math, number theory

[niyaznigmatul's solution](#)

1031.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2015-02-15 · Java 8 (first AC) · Tags: combinatorics, dp

[niyaznigmatul's solution](#)

1032.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2015-02-11 · Java 8 (first AC) · Tags: dfs and similar, dp, math, trees

[niyaznigmatul's solution](#)

1033.

306C

[White, Black and White Again](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2100 · first AC: 2015-02-10 · Java 8 (first AC) · Tags: combinatorics, number theory

[niyaznigmatul's solution](#)

1034.

306B

[Optimizer](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2100 · first AC: 2015-02-10 · Java 8 (first AC) · Tags: data structures, greedy, sortings

[niyaznigmatul's solution](#)

1035.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2015-02-03 · Java 8 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[niyaznigmatul's solution](#)

1036.

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,744 global accepts · Rating: 2100 · first AC: 2014-09-13 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[niyaznigmatul's solution](#)

1037.

464C

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

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-07 · Java 8 (first AC) · Tags: dp

[niyaznigmatul's solution](#)

1038.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-13 · Java 7 (first AC) · Tags: data structures, dp, math

[niyaznigmatul's solution](#)

1039.

354C

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

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2013-10-13 · Java 7 (first AC) · Tags: brute force, dp, number theory

[niyaznigmatul's solution](#)

1040.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: dfs and similar, number theory, trees

[niyaznigmatul's solution](#)

1041.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2013-09-14 · Java 7 (first AC) · Tags: data structures, dfs and similar, graphs, trees

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1042.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2013-08-03 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

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1043.

333D

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

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2013-07-27 · Java 7 (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[niyaznigmatul's solution](#)

1044.

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2013-06-28 · Java 7 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[niyaznigmatul's solution](#)

1045.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2013-06-25 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees
[niyaznigmatul's solution](#)

1046.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2013-06-23 · Java 7 (first AC) · Tags: dp, geometry
[niyaznigmatul's solution](#)

1047.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,692 global accepts · Rating: 2100 · first AC: 2013-06-01 · GNU C++ (first AC) · Tags: dp
[niyaznigmatul's solution](#)

1048.

308B

[Context Advertising](#) · [Tutorial](#)

Rating: 2100 · first AC: 2013-05-17 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1049.

301B

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

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2013-05-06 · last AC: 2013-05-06 · GNU C++ (first AC) · Tags: binary search, graphs, shortest paths
[niyaznigmatul's solution](#)

1050.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2013-04-11 · Java 7 (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[niyaznigmatul's solution](#)

1051.

268E

[Playlist](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 2100 · first AC: 2013-03-24 · GNU C++ (first AC) · Tags: math, probabilities, sortings
[niyaznigmatul's solution](#)

1052.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2013-03-23 · Java 7 (first AC) · Tags: greedy, implementation
[niyaznigmatul's solution](#)

1053.

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2013-03-14 · GNU C++ (first AC) · Tags: dp, games
[niyaznigmatul's solution](#)

1054.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2013-02-01 · Java 7 (first AC) · Tags: constructive algorithms, flows, graphs, greedy
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1055.

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2013-01-14 · last AC: 2013-01-14 · Java 7 (first AC) · Tags: geometry, ternary search
[niyaznigmatul's solution](#)

1056.

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2012-12-29 · Java 7 (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees
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1057.

12E

[Start of the session](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2100 · first AC: 2012-12-24 · Java 7 (first AC) · Tags: constructive algorithms
[niyaznigmatul's solution](#)

1058.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2012-10-01 · Java 6 (first AC) · Tags: dp, greedy, two pointers
[niyaznigmatul's solution](#)

1059.

220C

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

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2012-08-31 · Java 6 (first AC) · Tags: data structures
[niyaznigmatul's solution](#)

1060.

163C

[Conveyor](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2100 · first AC: 2012-03-25 · Java 6 (first AC) · Tags: sortings, two pointers
[niyaznigmatul's solution](#)

1061.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2011-08-07 · Java 6 (first AC) · Tags: brute force, data structures, sortings
[niyaznigmatul's solution](#)

1062.

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2011-05-26 · Java 6 (first AC) · Tags: implementation, math
[niyaznigmatul's solution](#)

1063.

1C

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

Quality: 6,483 global accepts · Rating: 2100 · first AC: 2011-05-26 · Java 6 (first AC) · Tags: geometry, math
[niyaznigmatul's solution](#)

1064.

74C

[Chessboard Billiard](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2100 · first AC: 2011-04-15 · Java 6 (first AC) · Tags: dfs and similar, dsu, graphs, number theory
[niyaznigmatul's solution](#)

1065.

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2011-03-05 · Java 6 (first AC) · Tags: binary search, geometry
[niyaznigmatul's solution](#)

1066.

60C

[Mushroom Strife](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2100 · first AC: 2011-02-19 · Java 6 (first AC) · Tags: brute force, dfs and similar
[niyaznigmatul's solution](#)

1067.

56D

[Changing a String](#) · [Tutorial](#)

Quality: 2,095 global accepts · Rating: 2100 · first AC: 2011-01-21 · Java 6 (first AC) · Tags: dp

[niyaznigmatul's solution](#)

1068.

54D

[Writing a Song](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2100 · first AC: 2011-01-11 · Java 6 (first AC) · Tags: brute force, dp, strings

[niyaznigmatul's solution](#)

1069.

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2010-12-20 · Java 6 (first AC) · Tags: binary search, dp, probabilities

[niyaznigmatul's solution](#)

1070.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-23 · Rust 2021 (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[niyaznigmatul's solution](#)

1071.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-13 · last AC: 2022-09-13 · Rust 2021 (first AC) · Tags: math, number theory

[niyaznigmatul's solution](#)

1072.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[niyaznigmatul's solution](#)

1073.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-07 · Java 8 (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[niyaznigmatul's solution](#)

1074.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · Java 8 (first AC) · Tags: data structures

[niyaznigmatul's solution](#)

1075.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-18 · Java 8 (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[niyaznigmatul's solution](#)

1076.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[niyaznigmatul's solution](#)

1077.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · Java 8 (first AC) · Tags: bitmasks, dp
[niyaznigmatul's solution](#)

1078.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: data structures
[niyaznigmatul's solution](#)

1079.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2200 · first AC: 2016-04-15 · Java 8 (first AC) · Tags: dfs and similar, graphs
[niyaznigmatul's solution](#)

1080.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings
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1081.

550E

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Quality: 1,499 global accepts · Rating: 2200 · first AC: 2016-01-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
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1082.

575G

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Quality: 995 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths
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1083.

575B

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Quality: 1,239 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
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1084.

567E

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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
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1085.

559C

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Quality: 8,100 global accepts · Rating: 2200 · first AC: 2015-07-22 · Java 8 (first AC) · Tags: combinatorics, dp, math, number theory
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1086.

549C

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1087.

549G

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Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: constructive algorithms, greedy, sortings

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1088.

538F

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Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: brute force, data structures, math, sortings
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1089.

538E

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Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: dfs and similar, dp, math, trees
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1090.

526D

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Quality: 2,446 global accepts · Rating: 2200 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: hashing, string suffix structures, strings
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1091.

387D

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1092.

518E

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Quality: 1,062 global accepts · Rating: 2200 · first AC: 2015-02-24 · Java 8 (first AC) · Tags: greedy, implementation, math, ternary search
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1093.

427D

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Quality: 2,427 global accepts · Rating: 2200 · first AC: 2015-02-23 · Java 8 (first AC) · Tags: dp, string suffix structures, strings
[niyaznigmatul's solution](#)

1094.

440D

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Quality: 944 global accepts · Rating: 2200 · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: dp, trees
[niyaznigmatul's solution](#)

1095.

448E

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Quality: 1,635 global accepts · Rating: 2200 · first AC: 2015-02-20 · Java 8 (first AC) · Tags: brute force, dfs and similar, implementation, number theory
[niyaznigmatul's solution](#)

1096.

476E

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Quality: 2,111 global accepts · Rating: 2200 · first AC: 2015-02-14 · Java 8 (first AC) · Tags: dp, strings
[niyaznigmatul's solution](#)

1097.

490F

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Quality: 1,914 global accepts · Rating: 2200 · first AC: 2015-02-13 · Java 8 (first AC) · Tags: data structures, dfs and similar, dp, trees
[niyaznigmatul's solution](#)

1098.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2015-02-11 · Java 8 (first AC) · Tags: data structures, dp, greedy, hashing, math

[niyaznigmatul's solution](#)

1099.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2015-02-03 · Java 8 (first AC) · Tags: dp, implementation

[niyaznigmatul's solution](#)

1100.

508E

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2015-02-03 · Java 8 (first AC) · Tags: dp, greedy

[niyaznigmatul's solution](#)

1101.

27D

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Quality: 3,092 global accepts · Rating: 2200 · first AC: 2014-12-19 · GNU C++0x (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[niyaznigmatul's solution](#)

1102.

113C

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Quality: 1,451 global accepts · Rating: 2200 · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: brute force, math, number theory

[niyaznigmatul's solution](#)

1103.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: data structures, implementation

[niyaznigmatul's solution](#)

1104.

354E

[Lucky Number Representation](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2200 · first AC: 2013-10-13 · Java 7 (first AC) · Tags: constructive algorithms, dfs and similar, dp

[niyaznigmatul's solution](#)

1105.

346C

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

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2013-09-20 · GNU C++0x (first AC) · Tags: greedy, math

[niyaznigmatul's solution](#)

1106.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2013-05-13 · last AC: 2013-08-12 · GNU C++ (first AC) · Tags: data structures, implementation, math, two pointers

[niyaznigmatul's solution](#)

1107.

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: flows

[niyaznigmatul's solution](#)

1108.

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: string suffix structures

[niyaznigmatul's solution](#)

1109.

256C

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

Rating: 2200 · first AC: 2013-05-24 · GNU C++ (first AC) · Tags: games

[niyaznigmatul's solution](#)

1110.

301D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: data structures

[niyaznigmatul's solution](#)

1111.

257E

[Greedy Elevator](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 2200 · first AC: 2013-03-30 · Java 7 (first AC) · Tags: data structures, implementation

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1112.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2013-03-23 · Java 7 (first AC) · Tags: implementation

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1113.

282E

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Quality: 4,329 global accepts · Rating: 2200 · first AC: 2013-03-14 · GNU C++ (first AC) · Tags: bitmasks, data structures, trees

[niyaznigmatul's solution](#)

1114.

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-02-13 · Java 7 (first AC) · Tags: graphs, greedy

[niyaznigmatul's solution](#)

1115.

105C

[Item World](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2200 · first AC: 2013-01-15 · Java 7 (first AC) · Tags: brute force, implementation, sortings

[niyaznigmatul's solution](#)

1116.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2012-12-19 · last AC: 2012-12-19 · Java 7 (first AC) · Tags: dp, sortings

[niyaznigmatul's solution](#)

1117.

68C

[Synchrofasotron](#) · [Tutorial](#)

Quality: 353 global accepts · Rating: 2200 · first AC: 2012-12-10 · Java 7 (first AC) · Tags: brute force

[niyaznigmatul's solution](#)

1118.

51D

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

Quality: 563 global accepts · Rating: 2200 · first AC: 2012-12-10 · Java 7 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

1119.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2012-12-09 · Java 7 (first AC) · Tags: greedy, hashing, string suffix structures

[niyaznigmatul's solution](#)

1120.

245G

[Suggested Friends](#) · [Tutorial](#)

Quality: 545 global accepts · Rating: 2200 · first AC: 2012-11-19 · Java 7 (first AC) · Tags: brute force, graphs

[niyaznigmatul's solution](#)

1121.

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2012-11-16 · Java 6 (first AC) · Tags: dfs and similar, implementation

[niyaznigmatul's solution](#)

1122.

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2012-02-17 · Java 6 (first AC) · Tags: data structures, math, probabilities

[niyaznigmatul's solution](#)

1123.

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2012-01-18 · Java 6 (first AC) · Tags: data structures, greedy

[niyaznigmatul's solution](#)

1124.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2011-12-24 · Java 6 (first AC) · Tags: binary search, data structures, probabilities, sortings

[niyaznigmatul's solution](#)

1125.

7D

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

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2011-05-26 · Java 6 (first AC) · Tags: hashing, strings

[niyaznigmatul's solution](#)

1126.

85C

[Petya and Tree](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2200 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: binary search, dfs and similar, probabilities, sortings, trees

[niyaznigmatul's solution](#)

1127.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2011-04-25 · Mono C# (first AC) · Tags: hashing, strings

[niyaznigmatul's solution](#)

1128.

73D

[FreeDiv](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2200 · first AC: 2011-04-10 · Java 6 (first AC) · Tags: dfs and similar, graphs, greedy

[niyaznigmatul's solution](#)

1129.

65D

[Harry Potter and the Sorting Hat](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2200 · first AC: 2011-03-05 · Java 6 (first AC) · Tags: brute force, dfs and similar, hashing

[niyaznigmatul's solution](#)

1130.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2011-01-21 · Java 6 (first AC) · Tags: binary search, data structures, sortings

[niyaznigmatul's solution](#)

1131.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,252 global accepts · Rating: 2200 · first AC: 2011-01-04 · Java 6 (first AC) · Tags: data structures

[niyaznigmatul's solution](#)

1132.

42C

[Safe cracking](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2200 · first AC: 2010-11-18 · Java 6 (first AC) · Tags: brute force, constructive algorithms

[niyaznigmatul's solution](#)

1133.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2010-09-17 · Java 6 (first AC) · Tags: combinatorics, dp, probabilities

[niyaznigmatul's solution](#)

1134.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2010-04-26 · Java 6 (first AC) · Tags: bitmasks, dp, graphs

[niyaznigmatul's solution](#)

1135.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[niyaznigmatul's solution](#)

1136.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-06-18 · last AC: 2022-06-18 · Rust 2021 (first AC) · Tags: dp

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1137.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · Java 8 (first AC) · Tags: brute force, games, greedy

[niyaznigmatul's solution](#)

1138.

915G

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Quality: 1,454 global accepts · Rating: 2300 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[niyaznigmatul's solution](#)

1139.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-24 · last AC: 2017-04-24 · Java 8 (first AC) · Tags: geometry, implementation, math, sortings

[niyaznigmatul's solution](#)

1140.

752F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: trees

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1141.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2016-08-24 · Java 8 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

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1142.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory
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1143.

598C

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Quality: 5,405 global accepts · Rating: 2300 · first AC: 2015-11-16 · Java 8 (first AC) · Tags: geometry, sortings
[niyaznigmatul's solution](#)

1144.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2015-11-08 · Java 8 (first AC) · Tags: brute force, greedy, implementation, two pointers
[niyaznigmatul's solution](#)

1145.

573C

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Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-29 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, trees
[niyaznigmatul's solution](#)

1146.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
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1147.

424D

[Biathlon Track](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2015-03-02 · Java 8 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp
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1148.

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation
[niyaznigmatul's solution](#)

1149.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2015-02-21 · Java 8 (first AC) · Tags: brute force, constructive algorithms, math
[niyaznigmatul's solution](#)

1150.

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2015-02-20 · Java 8 (first AC) · Tags: constructive algorithms, greedy
[niyaznigmatul's solution](#)

1151.

9E

[Interesting graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2015-02-19 · last AC: 2015-02-19 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs
[niyaznigmatul's solution](#)

1152.

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · Java 8 (first AC) · Tags: data structures

[niyaznigmatul's solution](#)

1153.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2015-02-16 · Java 8 (first AC) · Tags: bitmasks, combinatorics, number theory

[niyaznigmatul's solution](#)

1154.

489E

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Quality: 1,147 global accepts · Rating: 2300 · first AC: 2015-02-15 · Java 8 (first AC) · Tags: binary search, dp

[niyaznigmatul's solution](#)

1155.

306D

[Polygon](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 2300 · first AC: 2015-02-10 · Java 8 (first AC) · Tags: constructive algorithms, geometry

[niyaznigmatul's solution](#)

1156.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-03 · Java 8 (first AC) · Tags: flows, graph matchings

[niyaznigmatul's solution](#)

1157.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · Java 8 (first AC) · Tags: data structures, dp, dsu

[niyaznigmatul's solution](#)

1158.

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2013-11-19 · Java 7 (first AC) · Tags: brute force, number theory

[niyaznigmatul's solution](#)

1159.

249B

[Sweets for Everyone!](#) · [Tutorial](#)

Rating: 2300 · first AC: 2013-06-24 · GNU C++ (first AC) · Tags: binary search, greedy

[niyaznigmatul's solution](#)

1160.

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: dp

[niyaznigmatul's solution](#)

1161.

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: brute force, dp

[niyaznigmatul's solution](#)

1162.

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: data structures, math

[niyaznigmatul's solution](#)

1163.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: data structures, math

[niyaznigmatul's solution](#)

1164.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2013-05-06 · GNU C++ (first AC) · Tags: dp, fft

[niyaznigmatul's solution](#)

1165.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,106 global accepts · Rating: 2300 · first AC: 2013-05-06 · GNU C++ (first AC) · Tags: binary search, math, number theory

[niyaznigmatul's solution](#)

1166.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2013-04-11 · FPC (first AC) · Tags: dp, trees

[niyaznigmatul's solution](#)

1167.

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2013-03-24 · GNU C++ (first AC) · Tags: dp

[niyaznigmatul's solution](#)

1168.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2013-01-15 · Java 7 (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[niyaznigmatul's solution](#)

1169.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,082 global accepts · Rating: 2300 · first AC: 2013-01-11 · Java 7 (first AC) · Tags: dfs and similar, graphs, trees

[niyaznigmatul's solution](#)

1170.

89C

[Chip Play](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2300 · first AC: 2013-01-08 · Java 7 (first AC) · Tags: brute force, data structures, implementation

[niyaznigmatul's solution](#)

1171.

89B

[Widget Library](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2013-01-08 · Java 7 (first AC) · Tags: dp, expression parsing, graphs, implementation

[niyaznigmatul's solution](#)

1172.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2012-12-31 · Java 7 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[niyaznigmatul's solution](#)

1173.

77D

[Domino Carpet](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2012-12-29 · Java 7 (first AC) · Tags: dp, implementation

[niyaznigmatul's solution](#)

1174.

24E

[Berland collider](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2300 · first AC: 2012-12-09 · Java 7 (first AC) · Tags: binary search

[niyaznigmatul's solution](#)

1175.

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2012-03-27 · Java 6 (first AC) · Tags: games, math

[niyaznigmatul's solution](#)

1176.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2012-02-24 · last AC: 2012-03-04 · Java 6 (first AC) · Tags: graphs, hashing, sortings

[niyaznigmatul's solution](#)

1177.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2012-01-12 · Java 6 (first AC) · Tags: brute force, dp

[niyaznigmatul's solution](#)

1178.

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2300 · first AC: 2012-01-08 · Java 6 (first AC) · Tags: graphs, shortest paths

[niyaznigmatul's solution](#)

1179.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2011-07-15 · Java 6 (first AC) · Tags: constructive algorithms, divide and conquer

[niyaznigmatul's solution](#)

1180.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2011-06-20 · Java 6 (first AC) · Tags: combinatorics, dsu, graphs

[niyaznigmatul's solution](#)

1181.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: binary search, brute force, data structures, implementation

[niyaznigmatul's solution](#)

1182.

78E

[Evacuation](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2300 · first AC: 2011-04-27 · Java 6 (first AC) · Tags: flows, graphs, shortest paths

[niyaznigmatul's solution](#)

1183.

37D

[Lesson Timetable](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2300 · first AC: 2010-10-25 · Java 6 (first AC) · Tags: combinatorics, dp, math

[niyaznigmatul's solution](#)

1184.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-09-15 · last AC: 2022-09-15 · Rust 2021 (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[niyaznigmatul's solution](#)

1185.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-13 · Rust 2021 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[niyaznigmatul's solution](#)

1186.

1340C

[Nastya and Unexpected Guest](#) · Tutorial

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

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1187.

1210D

[Konrad and Company Evaluation](#) · Tutorial

Quality: 1,625 global accepts · Rating: 2400 · first AC: 2019-09-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs

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1188.

1184E3

[Daleks' Invasion \(hard\)](#) · Tutorial

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[niyaznigmatul's solution](#)

1189.

1161D

[Palindrome XOR](#) · Tutorial

Rating: 2400 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

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1190.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · Tutorial

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · Java 8 (first AC) · Tags: brute force, combinatorics, dp, math, trees

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1191.

1083E

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Quality: 5,616 global accepts · Rating: 2400 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

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1192.

781D

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Rating: 2400 · first AC: 2017-03-05 · last AC: 2017-03-05 · Java 8 (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[niyaznigmatul's solution](#)

1193.

756D

[Bacterial Melee](#) · Tutorial

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

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1194.

717G

[Underfail](#) · Tutorial

Quality: 732 global accepts · Rating: 2400 · first AC: 2016-09-11 · Java 8 (first AC) · Tags: flows

[niyaznigmatul's solution](#)

1195.

676E

[The Last Fight Between Human and AI](#) · Tutorial

Quality: 942 global accepts · Rating: 2400 · first AC: 2016-05-25 · Java 8 (first AC) · Tags: math

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1196.

668C

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[niyaznigmatul's solution](#)

1197.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 2400 · first AC: 2016-04-17 · Java 8 (first AC) · Tags: bitmasks, math, matrices, probabilities

[niyaznigmatul's solution](#)

1198.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: dp

[niyaznigmatul's solution](#)

1199.

541A

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Rating: 2400 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1200.

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1201.

526E

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

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dp, implementation

[niyaznigmatul's solution](#)

1202.

525D

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Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-03-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[niyaznigmatul's solution](#)

1203.

524E

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Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings

[niyaznigmatul's solution](#)

1204.

416D

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Quality: 1,092 global accepts · Rating: 2400 · first AC: 2015-02-23 · Java 8 (first AC) · Tags: greedy, implementation, math

[niyaznigmatul's solution](#)

1205.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: dp, probabilities

[niyaznigmatul's solution](#)

1206.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: dfs and similar

[niyaznigmatul's solution](#)

1207.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2014-09-19 · last AC: 2014-09-19 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[niyaznigmatul's solution](#)

1208.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2013-11-26 · Java 7 (first AC) · Tags: bitmasks, dfs and similar

[niyaznigmatul's solution](#)

1209.

354B

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

Quality: 503 global accepts · Rating: 2400 · first AC: 2013-10-13 · Java 7 (first AC) · Tags: bitmasks, dp, games

[niyaznigmatul's solution](#)

1210.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2013-07-20 · Java 7 (first AC) · Tags: constructive algorithms

[niyaznigmatul's solution](#)

1211.

331C2

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

Quality: 440 global accepts · Rating: 2400 · first AC: 2013-07-18 · Java 7 (first AC) · Tags: dp

[niyaznigmatul's solution](#)

1212.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: dp, math

[niyaznigmatul's solution](#)

1213.

316G3

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Quality: 542 global accepts · Rating: 2400 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: string suffix structures

[niyaznigmatul's solution](#)

1214.

256E

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Quality: 714 global accepts · Rating: 2400 · first AC: 2013-05-24 · GNU C++ (first AC) · Tags: data structures

[niyaznigmatul's solution](#)

1215.

288D

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

Quality: 838 global accepts · Rating: 2400 · first AC: 2013-05-09 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, trees

[niyaznigmatul's solution](#)

1216.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2013-04-23 · Java 7 (first AC) · Tags: brute force, math, number theory

[niyaznigmatul's solution](#)

1217.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2013-04-11 · Java 7 (first AC) · Tags: combinatorics, dp

[niyaznigmatul's solution](#)

1218.

273D

[Dima and Figure](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2400 · first AC: 2013-02-13 · Java 7 (first AC) · Tags: dp

[niyaznigmatul's solution](#)

1219.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2013-01-11 · Java 7 (first AC) · Tags: bitmasks, graph matchings, graphs

[niyaznigmatul's solution](#)

1220.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2012-12-30 · Java 7 (first AC) · Tags: dp, math, number theory

[niyaznigmatul's solution](#)

1221.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2012-12-24 · last AC: 2012-12-24 · Java 7 (first AC) · Tags: data structures, sortings

[niyaznigmatul's solution](#)

1222.

75E

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

Quality: 302 global accepts · Rating: 2400 · first AC: 2012-12-24 · Java 7 (first AC) · Tags: geometry, shortest paths

[niyaznigmatul's solution](#)

1223.

51E

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Quality: 455 global accepts · Rating: 2400 · first AC: 2012-12-10 · Java 7 (first AC) · Tags: combinatorics, graphs, matrices

[niyaznigmatul's solution](#)

1224.

193C

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Quality: 617 global accepts · Rating: 2400 · first AC: 2012-06-03 · Java 6 (first AC) · Tags: constructive algorithms, greedy, math, matrices

[niyaznigmatul's solution](#)

1225.

175D

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Quality: 321 global accepts · Rating: 2400 · first AC: 2012-04-14 · Java 6 (first AC) · Tags: brute force, dp, math, probabilities

[niyaznigmatul's solution](#)

1226.

164C

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Quality: 982 global accepts · Rating: 2400 · first AC: 2012-04-11 · Java 6 (first AC) · Tags: flows, graphs

[niyaznigmatul's solution](#)

1227.

161C

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Quality: 693 global accepts · Rating: 2400 · first AC: 2012-03-11 · Java 6 (first AC) · Tags: divide and conquer

[niyaznigmatul's solution](#)

1228.

97A

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Quality: 336 global accepts · Rating: 2400 · first AC: 2011-07-15 · Java 6 (first AC) · Tags: brute force, implementation

[niyaznigmatul's solution](#)

1229.

5E

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

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2011-05-26 · Java 6 (first AC) · Tags: data structures
[niyaznigmatul's solution](#)

1230.

74D

[Hanger](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2011-04-15 · Java 6 (first AC) · Tags: data structures
[niyaznigmatul's solution](#)

1231.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2011-04-12 · Java 6 (first AC) · Tags: math, number theory
[niyaznigmatul's solution](#)

1232.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2022-06-13 · Rust 2021 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
[niyaznigmatul's solution](#)

1233.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[niyaznigmatul's solution](#)

1234.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: flows, graph matchings, graphs
[niyaznigmatul's solution](#)

1235.

1146F

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Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · Java 8 (first AC) · Tags: dp, trees
[niyaznigmatul's solution](#)

1236.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2019-02-18 · Java 8 (first AC) · Tags: bitmasks, dp
[niyaznigmatul's solution](#)

1237.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2019-02-18 · last AC: 2019-02-18 · Java 8 (first AC) · Tags: data structures
[niyaznigmatul's solution](#)

1238.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[niyaznigmatul's solution](#)

1239.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-23 · Java 8 (first AC) · Tags: hashing, strings
[niyaznigmatul's solution](#)

1240.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2015-11-08 · Java 8 (first AC) · Tags: data structures, number theory
[niyaznigmatul's solution](#)

1241.

562E

[Max and Min](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-07-26 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1242.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2015-02-23 · Java 8 (first AC) · Tags: dp, graphs, shortest paths
[niyaznigmatul's solution](#)

1243.

435E

[Special Graph](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 2500 · first AC: 2015-02-18 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1244.

508D

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

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2015-02-03 · Java 8 (first AC) · Tags: dfs and similar, graphs
[niyaznigmatul's solution](#)

1245.

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2013-11-10 · GNU C++0x (first AC) · Tags: combinatorics, dp
[niyaznigmatul's solution](#)

1246.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2013-08-30 · Java 7 (first AC) · Tags: data structures
[niyaznigmatul's solution](#)

1247.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2013-07-27 · GNU C++0x (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings
[niyaznigmatul's solution](#)

1248.

329D

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

Quality: 436 global accepts · Rating: 2500 · first AC: 2013-07-20 · Java 7 (first AC) · Tags: constructive algorithms
[niyaznigmatul's solution](#)

1249.

331C3

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

Quality: 624 global accepts · Rating: 2500 · first AC: 2013-07-18 · Java 7 (first AC) · Tags: dp
[niyaznigmatul's solution](#)

1250.

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2013-05-26 · GNU C++ (first AC) · Tags: brute force, data structures, graphs, shortest paths
[niyaznigmatul's solution](#)

1251.

295E

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

Quality: 818 global accepts · Rating: 2500 · first AC: 2013-04-11 · Java 7 (first AC) · Tags: data structures
[niyaznigmatul's solution](#)

1252.

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2013-03-29 · GNU C++ (first AC) · Tags: brute force, data structures, dp
[niyaznigmatul's solution](#)

1253.

101E

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

Quality: 604 global accepts · Rating: 2500 · first AC: 2013-01-15 · last AC: 2013-01-15 · Java 7 (first AC) · Tags: divide and conquer, dp
[niyaznigmatul's solution](#)

1254.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2013-01-11 · Java 7 (first AC) · Tags: constructive algorithms, sortings
[niyaznigmatul's solution](#)

1255.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2012-12-28 · Java 7 (first AC) · Tags: dp
[niyaznigmatul's solution](#)

1256.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2012-12-10 · Java 7 (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities
[niyaznigmatul's solution](#)

1257.

117D

[Not Quick Transformation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2500 · first AC: 2011-09-23 · Java 6 (first AC) · Tags: divide and conquer, math
[niyaznigmatul's solution](#)

1258.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math
[niyaznigmatul's solution](#)

1259.

1827C

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Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-19 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings
[niyaznigmatul's solution](#)

1260.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2600 · first AC: 2022-05-18 · last AC: 2022-05-18 · Rust 2021 (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees
[niyaznigmatul's solution](#)

1261.

1209F

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Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[niyaznigmatul's solution](#)

1262.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[niyaznigmatul's solution](#)

1263.

717F

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Quality: 382 global accepts · Rating: 2600 · first AC: 2016-09-11 · Java 8 (first AC) · Tags: data structures

[niyaznigmatul's solution](#)

1264.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2015-12-23 · Java 8 (first AC) · Tags: data structures, trees

[niyaznigmatul's solution](#)

1265.

562G

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

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

[niyaznigmatul's solution](#)

1266.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[niyaznigmatul's solution](#)

1267.

541D

[Superhero's Job](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1268.

541E

[Playing on Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1269.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2015-02-19 · Java 8 (first AC) · Tags: dp, graphs

[niyaznigmatul's solution](#)

1270.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-07 · last AC: 2015-02-07 · Java 8 (first AC) · Tags: dp

[niyaznigmatul's solution](#)

1271.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: constructive algorithms, data structures

[niyaznigmatul's solution](#)

1272.

8D

[Two Friends](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2600 · first AC: 2015-02-06 · Java 8 (first AC) · Tags: binary search, geometry
[niyaznigmatul's solution](#)

1273.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2015-02-06 · Java 8 (first AC) · Tags: dp, expression parsing, implementation
[niyaznigmatul's solution](#)

1274.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2014-10-24 · Java 8 (first AC) · Tags: bitmasks, dp, probabilities
[niyaznigmatul's solution](#)

1275.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2013-12-13 · GNU C++0x (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers
[niyaznigmatul's solution](#)

1276.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2013-05-26 · GNU C++ (first AC) · Tags: data structures, math
[niyaznigmatul's solution](#)

1277.

286D

[Tourists](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2600 · first AC: 2013-03-23 · Java 7 (first AC) · Tags: data structures, sortings
[niyaznigmatul's solution](#)

1278.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2013-02-13 · Java 7 (first AC) · Tags: dp, games
[niyaznigmatul's solution](#)

1279.

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2013-02-01 · Java 7 (first AC) · Tags: data structures, dp, graphs, sortings
[niyaznigmatul's solution](#)

1280.

261D

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

Quality: 714 global accepts · Rating: 2600 · first AC: 2013-01-13 · Java 7 (first AC) · Tags: dp
[niyaznigmatul's solution](#)

1281.

23D

[Tetragon](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2600 · first AC: 2013-01-11 · Java 7 (first AC) · Tags: geometry, math
[niyaznigmatul's solution](#)

1282.

82E

[Corridor](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2600 · first AC: 2012-12-29 · Java 7 (first AC) · Tags: geometry
[niyaznigmatul's solution](#)

1283.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2012-12-29 · Java 7 (first AC) · Tags: dp, geometry
[niyaznigmatul's solution](#)

1284.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2012-12-15 · Java 7 (first AC) · Tags: brute force, dp
[niyaznigmatul's solution](#)

1285.

2C

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

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2012-12-15 · Java 7 (first AC) · Tags: geometry
[niyaznigmatul's solution](#)

1286.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2012-02-17 · Java 6 (first AC) · Tags: dp, strings
[niyaznigmatul's solution](#)

1287.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2012-01-04 · Java 6 (first AC) · Tags: combinatorics, dp
[niyaznigmatul's solution](#)

1288.

60E

[Mushroom Gnomes](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 2600 · first AC: 2011-02-19 · Java 6 (first AC) · Tags: math, matrices
[niyaznigmatul's solution](#)

1289.

33E

[Helper](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2600 · first AC: 2010-10-07 · Java 6 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1290.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2010-03-07 · Java 6 (first AC) · Tags: greedy
[niyaznigmatul's solution](#)

1291.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-09-14 · Rust 2021 (first AC) · Tags: constructive algorithms, geometry, interactive, math
[niyaznigmatul's solution](#)

1292.

1210E

[Wojtek and Card Tricks](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2700 · first AC: 2019-09-22 · C++14 (GCC 6-32) (first AC) · Tags: math
[niyaznigmatul's solution](#)

1293.

1184B3

[The Doctor Meets Vader \(Hard\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 2700 · first AC: 2019-07-07 · Java 8 (first AC) · Tags: flows, shortest paths
[niyaznigmatul's solution](#)

1294.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-20 · Java 8 (first AC) · Tags: dp, flows, graphs
[niyaznigmatul's solution](#)

1295.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-16 · Java 8 (first AC) · Tags: data structures, number theory
[niyaznigmatul's solution](#)

1296.

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[niyaznigmatul's solution](#)

1297.

575C

[Party](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graph matchings
[niyaznigmatul's solution](#)

1298.

524F

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

Quality: 595 global accepts · Rating: 2700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings
[niyaznigmatul's solution](#)

1299.

460E

[Roland and Rose](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2700 · first AC: 2015-02-21 · last AC: 2015-02-21 · Java 8 (first AC) · Tags: brute force, geometry, math, sortings
[niyaznigmatul's solution](#)

1300.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2015-02-07 · last AC: 2015-02-07 · Java 8 (first AC) · Tags: flows
[niyaznigmatul's solution](#)

1301.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: divide and conquer, dp
[niyaznigmatul's solution](#)

1302.

482D

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

Quality: 595 global accepts · Rating: 2700 · first AC: 2014-10-24 · Java 8 (first AC) · Tags: combinatorics, dp, trees
[niyaznigmatul's solution](#)

1303.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2013-11-26 · GNU C++0x (first AC) · Tags: combinatorics, dp
[niyaznigmatul's solution](#)

1304.

256D

[Liars and Serge](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2700 · first AC: 2013-05-24 · GNU C++ (first AC) · Tags: dp

[niyaznigmatul's solution](#)

1305.

309D

[Tennis Rackets](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 2700 · first AC: 2013-05-18 · last AC: 2013-05-18 · GNU C++ (first AC) · Tags: brute force, geometry
[niyaznigmatul's solution](#)

1306.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2013-04-23 · Java 7 (first AC) · Tags: brute force, combinatorics
[niyaznigmatul's solution](#)

1307.

293D

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

Quality: 261 global accepts · Rating: 2700 · first AC: 2013-04-22 · Java 7 (first AC) · Tags: geometry, math, probabilities, two pointers
[niyaznigmatul's solution](#)

1308.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2013-04-22 · Java 7 (first AC) · Tags: data structures, divide and conquer, trees
[niyaznigmatul's solution](#)

1309.

105D

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

Quality: 145 global accepts · Rating: 2700 · first AC: 2013-01-15 · Java 7 (first AC) · Tags: brute force, dsu, implementation
[niyaznigmatul's solution](#)

1310.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2012-12-29 · last AC: 2012-12-29 · Java 7 (first AC) · Tags: data structures, dsu
[niyaznigmatul's solution](#)

1311.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math
[niyaznigmatul's solution](#)

1312.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2015-07-22 · Java 8 (first AC) · Tags: combinatorics, geometry, probabilities
[niyaznigmatul's solution](#)

1313.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-08 · GNU C++11 (first AC) · Tags: data structures, divide and conquer
[niyaznigmatul's solution](#)

1314.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2015-02-17 · Java 8 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers
[niyaznigmatul's solution](#)

1315.

493E

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

Quality: 517 global accepts · Rating: 2800 · first AC: 2015-02-11 · Java 8 (first AC) · Tags: math

[niyaznigmatul's solution](#)

1316.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: flows

[niyaznigmatul's solution](#)

1317.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2013-11-10 · GNU C++0x (first AC) · Tags: graphs, greedy, shortest paths

[niyaznigmatul's solution](#)

1318.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[niyaznigmatul's solution](#)

1319.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2013-06-23 · last AC: 2013-06-23 · GNU C++ (first AC) · Tags: greedy, hashing, string suffix structures, strings

[niyaznigmatul's solution](#)

1320.

301E

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

Quality: 406 global accepts · Rating: 2800 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: dp

[niyaznigmatul's solution](#)

1321.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2013-03-23 · last AC: 2013-03-23 · GNU C++ (first AC) · Tags: constructive algorithms, fft, math

[niyaznigmatul's solution](#)

1322.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2012-12-29 · Java 7 (first AC) · Tags: dp

[niyaznigmatul's solution](#)

1323.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2012-12-09 · Java 7 (first AC) · Tags: data structures

[niyaznigmatul's solution](#)

1324.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[niyaznigmatul's solution](#)

1325.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2900 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[niyaznigmatul's solution](#)

1326.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2016-08-24 · Java 8 (first AC) · Tags: flows

[niyaznigmatul's solution](#)

1327.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2900 · first AC: 2015-02-03 · Java 8 (first AC) · Tags: constructive algorithms, divide and conquer

[niyaznigmatul's solution](#)

1328.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2015-02-02 · Java 8 (first AC) · Tags: dp, trees

[niyaznigmatul's solution](#)

1329.

478E

[Wavy numbers](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2900 · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, meet-in-the-middle, sortings

[niyaznigmatul's solution](#)

1330.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2013-11-19 · GNU C++0x (first AC) · Tags: brute force, math, probabilities

[niyaznigmatul's solution](#)

1331.

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: dp

[niyaznigmatul's solution](#)

1332.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2013-09-14 · Java 7 (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[niyaznigmatul's solution](#)

1333.

314E

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

Quality: 396 global accepts · Rating: 2900 · first AC: 2013-06-08 · Java 7 (first AC) · Tags: dp

[niyaznigmatul's solution](#)

1334.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2012-12-09 · Java 7 (first AC) · Tags: dfs and similar, divide and conquer, dsu

[niyaznigmatul's solution](#)

1335.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2017-08-24 · Java 8 (first AC) · Tags: flows, graphs

[niyaznigmatul's solution](#)

1336.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[niyaznigmatul's solution](#)

1337.

532A

[Berland Miners](#) · [Tutorial](#)

Rating: 3000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1338.

532D

[Landmarks](#) · [Tutorial](#)

Rating: 3000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1339.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2014-09-08 · GNU C++0x (first AC) · Tags: data structures, graphs, shortest paths

[niyaznigmatul's solution](#)

1340.

855F

[Najini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2017-09-24 · last AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[niyaznigmatul's solution](#)

1341.

562C

[Restoring Map](#) · [Tutorial](#)

Rating: 3200 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1342.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[niyaznigmatul's solution](#)

1343.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[niyaznigmatul's solution](#)

1344.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[niyaznigmatul's solution](#)

1345.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[niyaznigmatul's solution](#)

1346.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[niyaznigmatul's solution](#)

1347.

100603J

[Trains](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · Rust 2021 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1348.

100603H

[Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · Rust 2021 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1349.

100603G

[Ticket Inspector](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · Rust 2021 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1350.

100603C

[Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · Rust 2021 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1351.

100603B

[Ice Skates](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · Rust 2021 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1352.

1275F

[B,0D4C,,@Cä2C =C,,5 Cö>D BCä2](#)

Quality: 92 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, interactive
[niyaznigmatul's solution](#)

1353.

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: *special
[niyaznigmatul's solution](#)

1354.

1275C

[#define At0CDT0D10B ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: *special
[niyaznigmatul's solution](#)

1355.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: *special
[niyaznigmatul's solution](#)

1356.

1275A

[B IDK0\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: *special
[niyaznigmatul's solution](#)

1357.

1170G

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

Quality: 84 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, graphs
[niyaznigmatul's solution](#)

1358.

1170F

[Wheels](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy
[niyaznigmatul's solution](#)

1359.

1170E

[Sliding Doors](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search
[niyaznigmatul's solution](#)

1360.

1170D

[Decoding of Integer Sequences](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation
[niyaznigmatul's solution](#)

1361.

1170C

[Minus and Minus Give Plus](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation, strings
[niyaznigmatul's solution](#)

1362.

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[niyaznigmatul's solution](#)

1363.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, math
[niyaznigmatul's solution](#)

1364.

100269C

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

Rating: — · first AC: 2015-10-05 · GNU C++11 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1365.

100482C

[Letter Array](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-15 · GNU C++11 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1366.

100482B

[Farmer](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-15 · GNU C++11 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1367.

100482A

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-15 · GNU C++11 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1368.

100668E

[A 800CÄ8C ;DÄ=C O D BC BC,,AD\\$8C#0](#)

Rating: — · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1369.

100668D

[Aã@Ca3C <C€](#)

Rating: — · first AC: 2015-05-01 · Java 8 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1370.

100668B

[B5C48D BD 0Dd8Dð](#)

Rating: — · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1371.

100668C

[A5CDS >C\\$0CÔ8CR ACä>C ICT=C,,O](#)

Rating: — · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1372.

100668A

[A=0CÄ5ÖL, CÔ>Cd=C,,FD²À C CCÄ0C40](#)

Rating: — · first AC: 2015-05-01 · Delphi (first AC) · Tags: —

[niyaznigmatul's solution](#)

1373.

100602B

[B 70ä6ÖKC' ?D >Dd5CÖB](#)

Rating: — · first AC: 2015-04-28 · GNU C++11 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1374.

100602H

[A\\$0C=äD'5 Cö>C=0Ct0D\\$5C'8](#)

Rating: — · first AC: 2015-04-28 · GNU C++11 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1375.

100602C

[AäBDí0! 2D 5CÄC CÔ0Dt0C'>](#)

Rating: — · first AC: 2015-04-28 · GNU C++11 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1376.

100602K

[A @DT8D\\$5C=BD4@CÔ>CR @CTHCT=C,,5](#)

Rating: — · first AC: 2015-04-28 · GNU C++11 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1377.

100602L

[A4Cä1C ;DÄ=Cä5 CÄKD,,;CT=C,,5](#)

Rating: — · first AC: 2015-04-28 · GNU C++11 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1378.

100602D

[A@Ca1C'5CÄ0 C\\$KC >D 0](#)

Rating: — · first AC: 2015-04-28 · GNU C++11 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1379.

100541H

[Pencil Game](#) · Tutorial

Rating: — · first AC: 2015-03-24 · Java 8 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1380.

100541C

[ATM withdrawal](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-24 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1381.

100541I

[Space Tour](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-24 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1382.

100541E

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-24 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1383.

100541D

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-24 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1384.

100541B

[Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-24 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1385.

100541A

[Stock Market](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-24 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1386.

100100A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-09 · Delphi (first AC) · Tags: —
[niyaznigmatul's solution](#)

1387.

390E

[Inna and Large Sweet Matrix](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: — · first AC: 2015-03-04 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1388.

390D

[Inna and Sweet Matrix](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: — · first AC: 2015-03-04 · last AC: 2015-03-04 · Java 8 (first AC) · Tags: constructive algorithms
[niyaznigmatul's solution](#)

1389.

390C

[Inna and Candy Boxes](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: — · first AC: 2015-03-04 · Java 8 (first AC) · Tags: data structures
[niyaznigmatul's solution](#)

1390.

390B

[Inna, Dima and Song](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: — · first AC: 2015-03-04 · Java 8 (first AC) · Tags: implementation
[niyaznigmatul's solution](#)

1391.

390A

[Inna and Alarm Clock](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: — · first AC: 2015-03-04 · Java 8 (first AC) · Tags: implementation

[niyaznigmatul's solution](#)

1392.

100585D

[B 50ä@C40CÔ8Ct0Dd8Dò 7C 2Cä4C](#)

Rating: — · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: —

[niyaznigmatul's solution](#)

1393.

100585E

[A#0D'BC](#)

Rating: — · first AC: 2015-02-20 · Java 8 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1394.

100585G

[B4D506;CT=C,,5 CäED 0CÔ=D'E D >Cä@D46CT=C,,9](#)

Rating: — · first AC: 2015-02-20 · Java 8 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1395.

100585A

[A@Dô<CäCC4>C'LCÔ8C#8 A#0C'5C\\$8Dt0](#)

Rating: — · first AC: 2015-02-20 · Java 8 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1396.

100585C

[B,,T,C#C'0CD=C O C,,3D 0](#)

Rating: — · first AC: 2015-02-20 · Java 8 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1397.

100585F

[A 50Ô8\\$KC' ED44Cä6CÔ8C](#)

Rating: — · first AC: 2015-02-20 · Java 8 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1398.

100585J

[A#0Cò#D\\$5C BD K C" CT@C'OCÔ4C,,8](#)

Rating: — · first AC: 2015-02-20 · Java 8 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1399.

100570D

[TROY Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-20 · GNU C++0x (first AC) · Tags: —

[niyaznigmatul's solution](#)

1400.

100570C

[Subrect Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-14 · Java 8 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1401.

100534G

[Coin Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-19 · GNU C++0x (first AC) · Tags: —

[niyaznigmatul's solution](#)

1402.

100534B

[Fake Coins](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-19 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1403.

100534A

[Abnormal Coins](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-19 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1404.

100070J

[J](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1405.

100070H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1406.

100070L

[L](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1407.

100070F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1408.

100070I

[I](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1409.

100070K

[K](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1410.

100070D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1411.

100070B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1412.

100070C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1413.

100070A

[A · Tutorial](#)

Rating: — · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1414.

100101B

[B · Tutorial](#)

Rating: — · first AC: 2014-11-04 · FPC (first AC) · Tags: —
[niyaznigmatul's solution](#)

1415.

100101C

[C · Tutorial](#)

Rating: — · first AC: 2014-11-04 · FPC (first AC) · Tags: —
[niyaznigmatul's solution](#)

1416.

100101A

[A · Tutorial](#)

Rating: — · first AC: 2014-11-04 · FPC (first AC) · Tags: —
[niyaznigmatul's solution](#)

1417.

100418G

[String generator 2 · Tutorial](#)

Rating: — · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1418.

100418F

[Sexless marriage agency · Tutorial](#)

Rating: — · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1419.

100418D

[BOPC · Tutorial](#)

Rating: — · first AC: 2014-11-03 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1420.

100418I

[Pair of paths · Tutorial](#)

Rating: — · first AC: 2014-11-03 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1421.

100418B

[Sum of sequences · Tutorial](#)

Rating: — · first AC: 2014-11-03 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1422.

100418J

[Lucky tickets · Tutorial](#)

Rating: — · first AC: 2014-11-03 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1423.

100418K

[Cards · Tutorial](#)

Rating: — · first AC: 2014-11-03 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1424.

100418A

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1425.

100513J

[Getting Ready for VIPC](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1426.

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1427.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1428.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1429.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1430.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1431.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1432.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1433.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1434.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1435.

100488C

[Lost Temple](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1436.

100488M

[Construct a Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1437.

100488I

[Map Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1438.

100488H

[Tony Hawk's Pro Skater](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1439.

100488F

[Two Envelopes](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1440.

100488D

[Toy Soldiers](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1441.

100488G

[Change-making Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1442.

100488E

[Just Change a Word](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1443.

100484F

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1444.

100484L

[Cow Acrobats](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1445.

100484A

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1446.

100380I2

[Sum of everything \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1447.

100380I1

[Sum of everything \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1448.

100380H2

[Edges are Being Added, Graph is Growing \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-24 · last AC: 2014-07-24 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1449.

100380F2

[Multiplication of Polynomials \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1450.

100380F1

[Multiplication of Polynomials \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1451.

100380H1

[Edges are Being Added, Graph is Growing \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1452.

100380B1

[A Set of Subsets \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-24 · last AC: 2014-07-24 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1453.

100377M

[Petya and average \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-24 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1454.

100377K

[Yet Another Binary Tree Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-23 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1455.

100377J

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

Rating: — · first AC: 2014-07-23 · last AC: 2014-07-23 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1456.

100377E

[LinearMapReduce](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-23 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1457.

100377I

[Petya and arrays 2](#) · Tutorial

Rating: — · first AC: 2014-07-23 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1458.

100377H

[Petya and arrays](#) · Tutorial

Rating: — · first AC: 2014-07-23 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1459.

100377F

[Circles and trees](#) · Tutorial

Rating: — · first AC: 2014-07-23 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1460.

100373E

[Sergey's game](#) · Tutorial

Rating: — · first AC: 2014-07-22 · Java 8 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1461.

100373J

[Sergey and reduction \(High\)](#) · Tutorial

Rating: — · first AC: 2014-07-22 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1462.

100373K

[Sergey and pattern \(High\)](#) · Tutorial

Rating: — · first AC: 2014-07-22 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1463.

100373H

[Sergey and sequence](#) · Tutorial

Rating: — · first AC: 2014-07-22 · Delphi (first AC) · Tags: —
[niyaznigmatul's solution](#)

1464.

100373I

[Sergey and exam](#) · Tutorial

Rating: — · first AC: 2014-07-22 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1465.

100373F

[Sergey's columns](#) · Tutorial

Rating: — · first AC: 2014-07-22 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1466.

100194J

[A001BC,,8](#)

Rating: — · first AC: 2014-07-21 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1467.

100194E

[A001BC'>C0](#)

Rating: — · first AC: 2014-07-21 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1468.

100194C

[B 2Dd10T=CÔKCR >C\\$FD°](#)

Rating: — · first AC: 2014-07-21 · Java 7 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1469.

100194F

[A5x0A0CÔ4D°](#)

Rating: — · first AC: 2014-07-21 · Java 7 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1470.

100194I

[A0@D0<CäCC4>C`LCÔ8C#8](#)

Rating: — · first AC: 2014-07-21 · Java 7 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1471.

100194H

[A10C1aCÔ0D0 AC\\$0CDLC 0](#)

Rating: — · first AC: 2014-07-21 · Java 7 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1472.

100194G

[B->0m@Cä2C,,IC 2 C#C,,3C E](#)

Rating: — · first AC: 2014-07-21 · Java 7 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1473.

100194B

[B 0D0a,,AC =C,,5](#)

Rating: — · first AC: 2014-07-21 · Java 7 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1474.

100194D

[A520ri@ D](#)

Rating: — · first AC: 2014-07-21 · Java 7 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1475.

100194A

[AÄ0048Dt5D :Cä5 C\\$KD 0Cd5CÔ8CP](#)

Rating: — · first AC: 2014-07-21 · Java 7 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1476.

100217H

[Prime Sum · Tutorial](#)

Rating: — · first AC: 2014-06-21 · GNU C++0x (first AC) · Tags: —

[niyaznigmatul's solution](#)

1477.

100217J

[Tree Analysis · Tutorial](#)

Rating: — · first AC: 2014-06-21 · GNU C++0x (first AC) · Tags: —

[niyaznigmatul's solution](#)

1478.

100217G

[Palindromes · Tutorial](#)

Rating: — · first AC: 2014-06-21 · GNU C++0x (first AC) · Tags: —

[niyaznigmatul's solution](#)

1479.

100371K

[A game \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-05 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1480.

100371E

[The secret code](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-05 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1481.

100371D

[A fish lunch](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-05 · GNU C++0x (first AC) · Tags: —
[niyaznigmatul's solution](#)

1482.

394E

[Lightbulb for Minister](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: — · first AC: 2014-04-16 · FPC (first AC) · Tags: geometry
[niyaznigmatul's solution](#)

1483.

394C

[Dominoes](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: — · first AC: 2014-04-16 · Delphi (first AC) · Tags: constructive algorithms, greedy
[niyaznigmatul's solution](#)

1484.

394B

[Very Beautiful Number](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: — · first AC: 2014-04-16 · Delphi (first AC) · Tags: math
[niyaznigmatul's solution](#)

1485.

394D

[Physical Education and Buns](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2014-04-16 · FPC (first AC) · Tags: brute force, implementation, math
[niyaznigmatul's solution](#)

1486.

394A

[Counting Sticks](#) · [Tutorial](#)

Quality: 2,738 global accepts · Rating: — · first AC: 2014-04-16 · FPC (first AC) · Tags: brute force, implementation
[niyaznigmatul's solution](#)

1487.

100215D

[Equations System](#) · [Tutorial](#)

Rating: — · first AC: 2014-02-06 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1488.

100215K

[Words Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-02-06 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1489.

100215G

[Two Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2014-02-06 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1490.

100215C

[Thermal Death of the Universe](#) · Tutorial

Rating: — · first AC: 2014-02-06 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1491.

100215B

[Dividing a Chocolate](#) · Tutorial

Rating: — · first AC: 2014-02-06 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1492.

100215F

[Lottery](#) · Tutorial

Rating: — · first AC: 2014-02-06 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1493.

100215I

[Regular Words](#) · Tutorial

Rating: — · first AC: 2014-02-06 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1494.

100215A

[Brackets](#) · Tutorial

Rating: — · first AC: 2014-02-06 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1495.

100254F

[Blackjack](#) · Tutorial

Rating: — · first AC: 2014-02-05 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1496.

100254B

[Message](#) · Tutorial

Rating: — · first AC: 2014-02-05 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1497.

100254E

[Warfare](#) · Tutorial

Rating: — · first AC: 2014-02-05 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1498.

100254H

[Diamond Dealer](#) · Tutorial

Rating: — · first AC: 2014-02-05 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1499.

100254L

[Rolling Cube](#) · Tutorial

Rating: — · first AC: 2014-02-05 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1500.

100254A

[Song contest](#) · Tutorial

Rating: — · first AC: 2014-02-05 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1501.

100254J

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2014-02-05 · Java 7 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1502.

100254K

[Keks](#) · [Tutorial](#)

Rating: — · first AC: 2014-02-05 · Java 7 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1503.

100254I

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2014-02-05 · Java 7 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1504.

100248A

[Euro Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-31 · GNU C++0x (first AC) · Tags: —

[niyaznigmatul's solution](#)

1505.

100248H

[Input](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-31 · GNU C++0x (first AC) · Tags: —

[niyaznigmatul's solution](#)

1506.

100248D

[Floors](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-31 · GNU C++0x (first AC) · Tags: —

[niyaznigmatul's solution](#)

1507.

100248F

[Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-31 · GNU C++0x (first AC) · Tags: —

[niyaznigmatul's solution](#)

1508.

100248C

[Hensel and Grethel](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-31 · GNU C++0x (first AC) · Tags: —

[niyaznigmatul's solution](#)

1509.

100248I

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-31 · GNU C++0x (first AC) · Tags: —

[niyaznigmatul's solution](#)

1510.

100253C

[Equivalent Cards](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-02 · Java 7 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1511.

100253G

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

Rating: — · first AC: 2013-11-02 · Java 7 (first AC) · Tags: —

[niyaznigmatul's solution](#)

1512.

100253J

[Contest, Another Contest and Train](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-02 · GNU C++ (first AC) · Tags: —
[niyaznigmatul's solution](#)

1513.

100253E

[Scientific Battalion](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-02 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1514.

100253F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-02 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1515.

100253B

[Travelling Camera Problem](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-02 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1516.

100253H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-02 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1517.

100253I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-02 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1518.

100253K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-02 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1519.

100253L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-02 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1520.

100213B

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-21 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1521.

100213H

[Saving Princess](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-21 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1522.

100213K

[Gone Swimming](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-21 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1523.

100213J

[Cheater's Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-21 · Java 7 (first AC) · Tags: —
[niyaznigmatul's solution](#)

1524.

100213E

[Islands](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-21 · Java 7 (first AC) · Tags: —
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1566.

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[Oil Deal](#) · [Tutorial](#)

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1582.

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1587.

100202H

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1589.

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1597.

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1607.

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1634.

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1637.

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1643.

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1644.

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1645.

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1648.

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1652.

100015G

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1687.

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