

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

<https://cfelitetracker.vercel.app>

### Unique solved — nk.karpov

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

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

Filters: none

Count: 209

1.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,841 global accepts · Rating: 800 · first AC: 2025-11-06 · Python 3 (first AC) · Tags: brute force, sortings

[nk.karpov's solution](#)

2.

1347C

[Sum of Round Numbers](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-05-23 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[nk.karpov's solution](#)

3.

1347A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-05-23 · Kotlin 1.4 (first AC) · Tags: \*special

[nk.karpov's solution](#)

4.

1212A

[Wrong Subtraction](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-08-31 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[nk.karpov's solution](#)

5.

1171D

[Got Any Grapes?](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-05-22 · Kotlin 1.4 (first AC) · Tags: \*special, brute force, greedy, implementation

[nk.karpov's solution](#)

6.

1171B

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-05-22 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[nk.karpov's solution](#)

7.

1171A

[Dice Rolling](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-05-22 · Kotlin 1.4 (first AC) · Tags: \*special

[nk.karpov's solution](#)

8.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-21 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, strings

[nk.karpov's solution](#)

9.

782A

[Andryusha and Socks](#) · [Tutorial](#)

Rating: 800 · first AC: 2017-03-08 · Kotlin 1.4 (first AC) · Tags: implementation

[nk.karpov's solution](#)

10.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-13 · GNU C++0x (first AC) · Tags: \*special, implementation, sortings  
[nk.karpov's solution](#)

**11.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,556 global accepts · Rating: 800 · first AC: 2012-03-03 · GNU C++0x (first AC) · Tags: \*special, implementation  
[nk.karpov's solution](#)

**12.**

22A

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

Quality: 27,089 global accepts · Rating: 800 · first AC: 2010-06-29 · GNU C++ (first AC) · Tags: brute force  
[nk.karpov's solution](#)

**13.**

1347B

[Square?](#) · [Tutorial](#)

Rating: 900 · first AC: 2020-05-23 · Kotlin 1.4 (first AC) · Tags: \*special, implementation, math  
[nk.karpov's solution](#)

**14.**

1212B

[Two-gram](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-08-31 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
[nk.karpov's solution](#)

**15.**

1171E

[Doggo Recoloring](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-05-22 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
[nk.karpov's solution](#)

**16.**

1171C

[Letters Rearranging](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-05-22 · Kotlin 1.4 (first AC) · Tags: \*special, sortings, strings  
[nk.karpov's solution](#)

**17.**

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[nk.karpov's solution](#)

**18.**

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,345 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation  
[nk.karpov's solution](#)

**19.**

549A

[Face Detection](#) · [Tutorial](#)

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

**20.**

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,784 global accepts · Rating: 900 · first AC: 2010-08-16 · GNU C++ (first AC) · Tags: number theory  
[nk.karpov's solution](#)

**21.**

11A

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

Quality: 15,497 global accepts · Rating: 900 · first AC: 2010-04-26 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[nk.karpov's solution](#)

**22.**

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,204 global accepts · Rating: 1000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: \*special, math

[nk.karpov's solution](#)

**23.**

1211A

[Three Problems](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[nk.karpov's solution](#)

**24.**

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,514 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[nk.karpov's solution](#)

**25.**

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-29 · GNU C++0x (first AC) · Tags: brute force, implementation

[nk.karpov's solution](#)

**26.**

3A

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

Quality: 22,149 global accepts · Rating: 1000 · first AC: 2010-03-07 · GNU C++ (first AC) · Tags: greedy, shortest paths

[nk.karpov's solution](#)

**27.**

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2019-05-21 · Kotlin 1.4 (first AC) · Tags: implementation, strings

[nk.karpov's solution](#)

**28.**

706B

[Interesting drink](#) · [Tutorial](#)

Quality: 84,487 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[nk.karpov's solution](#)

**29.**

522B

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

Quality: 9,524 global accepts · Rating: 1100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: \*special, data structures, dp, implementation

[nk.karpov's solution](#)

**30.**

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · GNU C++0x (first AC) · Tags: implementation

[nk.karpov's solution](#)

**31.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,848 global accepts · Rating: 1100 · first AC: 2012-03-03 · GNU C++0x (first AC) · Tags: \*special, greedy, implementation

[nk.karpov's solution](#)

**32.**

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,551 global accepts · Rating: 1100 · first AC: 2011-10-27 · GNU C++0x (first AC) · Tags: implementation

[nk.karpov's solution](#)

**33.**

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: implementation, math

[nk.karpov's solution](#)

**34.**

1212C

[Less or Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-31 · Kotlin 1.4 (first AC) · Tags: \*special, sortings

[nk.karpov's solution](#)

**35.**

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[nk.karpov's solution](#)

**36.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[nk.karpov's solution](#)

**37.**

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-04-15 · GNU C++0x (first AC) · Tags: graphs, implementation

[nk.karpov's solution](#)

**38.**

33A

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

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

[nk.karpov's solution](#)

**39.**

23A

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

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

[nk.karpov's solution](#)

**40.**

18C

[Stripe](#) · [Tutorial](#)

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

[nk.karpov's solution](#)

**41.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-08-01 · last AC: 2021-08-01 · Rust (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[nk.karpov's solution](#)

**42.**

1347D

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

Rating: 1300 · first AC: 2020-05-23 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[nk.karpov's solution](#)

**43.**

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,267 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: dfs and similar, trees

[nk.karpov's solution](#)

**44.**

291B

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

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-13 · GNU C++0x (first AC) · Tags: \*special, implementation, strings

[nk.karpov's solution](#)

**45.**

161A

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

Quality: 5,478 global accepts · Rating: 1300 · first AC: 2012-03-11 · GNU C++0x (first AC) · Tags: binary search, brute force, greedy, two pointers

[nk.karpov's solution](#)

**46.**

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-04 · GNU C++0x (first AC) · Tags: \*special, brute force, number theory

[nk.karpov's solution](#)

**47.**

85A

[Domino](#) · [Tutorial](#)

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

[nk.karpov's solution](#)

**48.**

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2011-05-13 · GNU C++ (first AC) · Tags: math

[nk.karpov's solution](#)

**49.**

1346B

[Boot Camp](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 1400 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: \*special, greedy

[nk.karpov's solution](#)

**50.**

1212D

[Divide by three, multiply by two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-08-31 · Kotlin 1.4 (first AC) · Tags: \*special, math

[nk.karpov's solution](#)

**51.**

277A

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

Quality: 21,584 global accepts · Rating: 1400 · first AC: 2013-02-28 · GNU C++0x (first AC) · Tags: dfs and similar, dsu

[nk.karpov's solution](#)

**52.**

226A

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

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2012-09-24 · GNU C++0x (first AC) · Tags: math

[nk.karpov's solution](#)

**53.**

158C

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

Quality: 10,395 global accepts · Rating: 1400 · first AC: 2012-03-04 · GNU C++0x (first AC) · Tags: \*special, data structures, implementation

[nk.karpov's solution](#)

**54.**

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,909 global accepts · Rating: 1400 · first AC: 2011-08-23 · GNU C++0x (first AC) · Tags: dfs and similar, graphs  
[nk.karpov's solution](#)

**55.**

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: brute force, implementation  
[nk.karpov's solution](#)

**56.**

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1400 · first AC: 2010-09-24 · GNU C++ (first AC) · Tags: brute force, math  
[nk.karpov's solution](#)

**57.**

26B

[Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 25,869 global accepts · Rating: 1400 · first AC: 2010-08-16 · GNU C++ (first AC) · Tags: greedy  
[nk.karpov's solution](#)

**58.**

19A

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

Quality: 3,142 global accepts · Rating: 1400 · first AC: 2010-06-24 · GNU C++ (first AC) · Tags: implementation  
[nk.karpov's solution](#)

**59.**

1211B

[Traveling Around the Golden Ring of Berland](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1500 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
[nk.karpov's solution](#)

**60.**

1171F

[Division and Union](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-22 · last AC: 2019-05-22 · Kotlin 1.4 (first AC) · Tags: \*special, sortings  
[nk.karpov's solution](#)

**61.**

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-24 · last AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings  
[nk.karpov's solution](#)

**62.**

274A

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

Quality: 10,815 global accepts · Rating: 1500 · first AC: 2013-02-20 · GNU C++0x (first AC) · Tags: binary search, greedy, sortings  
[nk.karpov's solution](#)

**63.**

273A

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

Rating: 1500 · first AC: 2013-02-13 · GNU C++0x (first AC) · Tags: —  
[nk.karpov's solution](#)

**64.**

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2012-10-01 · GNU C++0x (first AC) · Tags: brute force, two pointers  
[nk.karpov's solution](#)

**65.**

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2012-05-04 · GNU C++0x (first AC) · Tags: implementation, strings  
[nk.karpov's solution](#)

**66.**

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1500 · first AC: 2012-03-16 · last AC: 2012-03-24 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs  
[nk.karpov's solution](#)

**67.**

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2011-10-27 · GNU C++0x (first AC) · Tags: strings  
[nk.karpov's solution](#)

**68.**

91B

[Queue](#) · [Tutorial](#)

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

**69.**

91A

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

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

**70.**

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2010-06-29 · GNU C++ (first AC) · Tags: brute force, dp  
[nk.karpov's solution](#)

**71.**

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1500 · first AC: 2010-06-16 · GNU C++ (first AC) · Tags: brute force, geometry  
[nk.karpov's solution](#)

**72.**

1347E

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

Rating: 1600 · first AC: 2020-05-23 · Kotlin 1.4 (first AC) · Tags: \*special, constructive algorithms  
[nk.karpov's solution](#)

**73.**

1212E

[Booking System](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-09-01 · Kotlin 1.4 (first AC) · Tags: \*special, greedy  
[nk.karpov's solution](#)

**74.**

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths  
[nk.karpov's solution](#)

**75.**

715A

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

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[nk.karpov's solution](#)



[nk.karpov's solution](#)

**87.**

167A

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

Quality: 2,186 global accepts · Rating: 1600 · first AC: 2012-03-27 · GNU C++0x (first AC) · Tags: implementation, math

[nk.karpov's solution](#)

**88.**

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: 1600 · first AC: 2011-08-23 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, probabilities

[nk.karpov's solution](#)

**89.**

95A

[Hockey](#) · [Tutorial](#)

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

[nk.karpov's solution](#)

**90.**

73A

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

Quality: 1,641 global accepts · Rating: 1600 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: greedy, math

[nk.karpov's solution](#)

**91.**

23B

[Party](#) · [Tutorial](#)

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

[nk.karpov's solution](#)

**92.**

1211C

[Ice Cream](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1700 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: \*special, greedy, sortings

[nk.karpov's solution](#)

**93.**

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-16 · last AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[nk.karpov's solution](#)

**94.**

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[nk.karpov's solution](#)

**95.**

524B

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

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: dp, greedy

[nk.karpov's solution](#)

**96.**

449A

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

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

[nk.karpov's solution](#)

**97.**

269B

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

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-01 · GNU C++0x (first AC) · Tags: dp

[nk.karpov's solution](#)

**98.**

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2012-10-01 · GNU C++0x (first AC) · Tags: binary search, data structures, graphs, shortest paths

[nk.karpov's solution](#)

**99.**

163A

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

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · GNU C++0x (first AC) · Tags: dp

[nk.karpov's solution](#)

**100.**

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · GNU C++0x (first AC) · Tags: geometry, math

[nk.karpov's solution](#)

**101.**

98A

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

Quality: 1,349 global accepts · Rating: 1700 · first AC: 2011-07-22 · GNU C++0x (first AC) · Tags: brute force, implementation

[nk.karpov's solution](#)

**102.**

93A

[Frames](#) · [Tutorial](#)

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

[nk.karpov's solution](#)

**103.**

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: constructive algorithms, hashing, implementation

[nk.karpov's solution](#)

**104.**

30B

[Codeforces World Finals](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 1700 · first AC: 2010-09-24 · GNU C++ (first AC) · Tags: implementation

[nk.karpov's solution](#)

**105.**

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2010-06-16 · last AC: 2010-06-22 · GNU C++ (first AC) · Tags: brute force, math

[nk.karpov's solution](#)

**106.**

1212F

[One-Based Arithmetic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-09-03 · last AC: 2019-09-03 · Kotlin 1.4 (first AC) · Tags: \*special, brute force

[nk.karpov's solution](#)

**107.**

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[nk.karpov's solution](#)

**108.**

532E

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

Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[nk.karpov's solution](#)

**109.**

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[nk.karpov's solution](#)

**110.**

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2013-02-20 · GNU C++0x (first AC) · Tags: dfs and similar, dp, greedy, trees

[nk.karpov's solution](#)

**111.**

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 1800 · first AC: 2012-05-08 · GNU C++0x (first AC) · Tags: graph matchings

[nk.karpov's solution](#)

**112.**

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2012-03-27 · GNU C++0x (first AC) · Tags: dp, math, probabilities

[nk.karpov's solution](#)

**113.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,185 global accepts · Rating: 1800 · first AC: 2012-03-11 · GNU C++0x (first AC) · Tags: dfs and similar, dp, trees

[nk.karpov's solution](#)

**114.**

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++0x (first AC) · Tags: greedy, sortings

[nk.karpov's solution](#)

**115.**

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation

[nk.karpov's solution](#)

**116.**

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++0x (first AC) · Tags: binary search, data structures, greedy

[nk.karpov's solution](#)

**117.**

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2011-07-08 · last AC: 2011-07-08 · GNU C++ (first AC) · Tags: dp, greedy

[nk.karpov's solution](#)

**118.**

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2011-05-13 · GNU C++ (first AC) · Tags: binary search, math, sortings

[nk.karpov's solution](#)

**119.**

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: math, probabilities

[nk.karpov's solution](#)

**120.**

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2011-04-10 · GNU C++ (first AC) · Tags: dp

[nk.karpov's solution](#)

**121.**

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2010-10-07 · GNU C++ (first AC) · Tags: shortest paths

[nk.karpov's solution](#)

**122.**

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2010-10-07 · GNU C++ (first AC) · Tags: greedy

[nk.karpov's solution](#)

**123.**

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,397 global accepts · Rating: 1800 · first AC: 2010-09-24 · GNU C++ (first AC) · Tags: dp, probabilities

[nk.karpov's solution](#)

**124.**

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[nk.karpov's solution](#)

**125.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[nk.karpov's solution](#)

**126.**

524C

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

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: binary search, sortings

[nk.karpov's solution](#)

**127.**

452D

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

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: greedy, implementation

[nk.karpov's solution](#)

**128.**

319B

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

Quality: 4,747 global accepts · Rating: 1900 · first AC: 2013-06-23 · GNU C++0x (first AC) · Tags: data structures, implementation

[nk.karpov's solution](#)

**129.**

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2012-09-26 · last AC: 2012-09-26 · GNU C++0x (first AC) · Tags: greedy

[nk.karpov's solution](#)

**130.**

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2012-03-23 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[nk.karpov's solution](#)

### 131.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2011-10-27 · GNU C++0x (first AC) · Tags: brute force, combinatorics, number theory

[nk.karpov's solution](#)

### 132.

109B

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

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2011-08-29 · GNU C++0x (first AC) · Tags: brute force, probabilities

[nk.karpov's solution](#)

### 133.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1900 · first AC: 2011-08-29 · GNU C++0x (first AC) · Tags: dp, dsu, trees

[nk.karpov's solution](#)

### 134.

95C

[Volleyball](#) · [Tutorial](#)

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

[nk.karpov's solution](#)

### 135.

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: greedy

[nk.karpov's solution](#)

### 136.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2010-06-25 · GNU C++ (first AC) · Tags: dp

[nk.karpov's solution](#)

### 137.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,910 global accepts · Rating: 1900 · first AC: 2010-06-23 · GNU C++ (first AC) · Tags: graphs, shortest paths

[nk.karpov's solution](#)

### 138.

1211E

[Double Permutation Inc.](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: \*special, binary search, greedy

[nk.karpov's solution](#)

### 139.

1211D

[Teams](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 2000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: \*special, binary search, greedy, math

[nk.karpov's solution](#)

### 140.

541C

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

Rating: 2000 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[nk.karpov's solution](#)

### 141.

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: —

[nk.karpov's solution](#)

**142.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: \*special, data structures

[nk.karpov's solution](#)

**143.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 2000 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[nk.karpov's solution](#)

**144.**

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2013-04-13 · GNU C++0x (first AC) · Tags: \*special, dfs and similar, hashing, strings

[nk.karpov's solution](#)

**145.**

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2012-03-25 · GNU C++0x (first AC) · Tags: binary search

[nk.karpov's solution](#)

**146.**

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: dp

[nk.karpov's solution](#)

**147.**

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: data structures, dfs and similar, sortings

[nk.karpov's solution](#)

**148.**

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2010-10-07 · last AC: 2010-10-08 · GNU C++ (first AC) · Tags: geometry, graphs, shortest paths, sortings

[nk.karpov's solution](#)

**149.**

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2010-06-18 · GNU C++ (first AC) · Tags: math

[nk.karpov's solution](#)

**150.**

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2000 · first AC: 2010-06-22 · GNU C++ (first AC) · Tags: dp

[nk.karpov's solution](#)

**151.**

18D

[Seller Bob](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2000 · first AC: 2010-06-16 · GNU C++ (first AC) · Tags: brute force, dp, greedy

[nk.karpov's solution](#)

**152.**

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory  
[nk.karpov's solution](#)

**153.**

541F

[Quest](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: —  
[nk.karpov's solution](#)

**154.**

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  
[nk.karpov's solution](#)

**155.**

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: greedy  
[nk.karpov's solution](#)

**156.**

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities  
[nk.karpov's solution](#)

**157.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2013-06-23 · GNU C++0x (first AC) · Tags: dp, geometry  
[nk.karpov's solution](#)

**158.**

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2012-09-24 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy  
[nk.karpov's solution](#)

**159.**

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2011-08-20 · last AC: 2011-08-20 · GNU C++0x (first AC) · Tags: geometry, ternary search  
[nk.karpov's solution](#)

**160.**

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees  
[nk.karpov's solution](#)

**161.**

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees  
[nk.karpov's solution](#)

**162.**

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math  
[nk.karpov's solution](#)

**163.**

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2013-02-20 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[nk.karpov's solution](#)

**164.**

273C

[Dima and Horses](#) · [Tutorial](#)

Quality: 2200 · first AC: 2013-02-13 · GNU C++0x (first AC) · Tags: graphs, greedy

[nk.karpov's solution](#)

**165.**

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2020-02-24 · last AC: 2020-02-25 · Kotlin 1.4 (first AC) · Tags: dp, graphs, probabilities

[nk.karpov's solution](#)

**166.**

1211F

[kotlinkotlinkotlinkotlin...](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2300 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: \*special, graphs, implementation, strings

[nk.karpov's solution](#)

**167.**

1212G

[Hiking](#) · [Tutorial](#)

Quality: 2300 · first AC: 2019-09-04 · Kotlin 1.4 (first AC) · Tags: \*special, binary search, dp

[nk.karpov's solution](#)

**168.**

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[nk.karpov's solution](#)

**169.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[nk.karpov's solution](#)

**170.**

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2011-07-16 · GNU C++0x (first AC) · Tags: constructive algorithms, divide and conquer

[nk.karpov's solution](#)

**171.**

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: combinatorics, dsu, graphs

[nk.karpov's solution](#)

**172.**

89C

[Chip Play](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2300 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: brute force, data structures, implementation

[nk.karpov's solution](#)

**173.**

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation

[nk.karpov's solution](#)

**174.**

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-29 · last AC: 2020-04-29 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[nk.karpov's solution](#)

**175.**

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-04-21 · last AC: 2015-04-21 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[nk.karpov's solution](#)

**176.**

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[nk.karpov's solution](#)

**177.**

524E

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

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings

[nk.karpov's solution](#)

**178.**

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2013-02-28 · GNU C++0x (first AC) · Tags: games, implementation

[nk.karpov's solution](#)

**179.**

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2012-09-26 · last AC: 2012-09-26 · GNU C++0x (first AC) · Tags: data structures, implementation, math, matrices, number theory

[nk.karpov's solution](#)

**180.**

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2012-03-11 · GNU C++0x (first AC) · Tags: divide and conquer

[nk.karpov's solution](#)

**181.**

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2011-10-27 · last AC: 2011-10-27 · GNU C++0x (first AC) · Tags: data structures

[nk.karpov's solution](#)

**182.**

107D

[Crime Management](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2011-08-27 · last AC: 2011-08-27 · GNU C++0x (first AC) · Tags: dp, graphs, matrices

[nk.karpov's solution](#)

**183.**

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2011-08-23 · GNU C++0x (first AC) · Tags: bitmasks, dp

[nk.karpov's solution](#)

**184.**

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: data structures, implementation  
[nk.karpov's solution](#)

**185.**

95D

[Horse Races](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2011-07-08 · last AC: 2011-07-12 · GNU C++ (first AC) · Tags: dp, math  
[nk.karpov's solution](#)

**186.**

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: dp, dsu, graphs  
[nk.karpov's solution](#)

**187.**

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: brute force, implementation  
[nk.karpov's solution](#)

**188.**

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2015-05-03 · last AC: 2015-05-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, hashing, math, number theory  
[nk.karpov's solution](#)

**189.**

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: dp, math, number theory  
[nk.karpov's solution](#)

**190.**

1489G

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

Rating: — · first AC: 2021-03-04 · Kotlin 1.4 (first AC) · Tags: \*special, graphs  
[nk.karpov's solution](#)

**191.**

1489F

[Boxes Packing](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
[nk.karpov's solution](#)

**192.**

1489E

[Books Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
[nk.karpov's solution](#)

**193.**

1489C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · Kotlin 1.4 (first AC) · Tags: \*special, strings  
[nk.karpov's solution](#)

**194.**

1489D

[Substrings Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · Kotlin 1.4 (first AC) · Tags: \*special, sortings  
[nk.karpov's solution](#)

**195.**

1489B

[Water Buying](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · Kotlin 1.4 (first AC) · Tags: \*special, math

[nk.karpov's solution](#)

**196.**

1489A

[Remove Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[nk.karpov's solution](#)

**197.**

1297G

[M-numbers](#) · [Tutorial](#)

Quality: 78 global accepts · Rating: — · first AC: 2020-02-28 · last AC: 2020-02-28 · Kotlin 1.4 (first AC) · Tags: \*special, dp, math

[nk.karpov's solution](#)

**198.**

1298E

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · Kotlin 1.4 (first AC) · Tags: \*special, data structures, implementation

[nk.karpov's solution](#)

**199.**

1298D

[Bus Video System](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · Kotlin 1.4 (first AC) · Tags: \*special, combinatorics, math

[nk.karpov's solution](#)

**200.**

1298C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · Kotlin 1.4 (first AC) · Tags: \*special, strings

[nk.karpov's solution](#)

**201.**

1298B

[Remove Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[nk.karpov's solution](#)

**202.**

1298A

[Restoring Three Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · Kotlin 1.4 (first AC) · Tags: \*special, math

[nk.karpov's solution](#)

**203.**

102396D

[Cutting Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · last AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[nk.karpov's solution](#)

**204.**

1170D

[Decoding of Integer Sequences](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: — · first AC: 2019-05-28 · last AC: 2019-06-03 · Kotlin 1.4 (first AC) · Tags: \*special, data structures, implementation

[nk.karpov's solution](#)

**205.**

1170C

[Minus and Minus Give Plus](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: — · first AC: 2019-05-28 · last AC: 2019-06-03 · Kotlin 1.4 (first AC) · Tags: \*special, implementation, strings

[nk.karpov's solution](#)

**206.**

1170F

[Wheels](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: — · first AC: 2019-05-28 · last AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: \*special, binary search, greedy  
[nk.karpov's solution](#)

**207.**

1170E

[Sliding Doors](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: \*special, binary search  
[nk.karpov's solution](#)

**208.**

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
[nk.karpov's solution](#)

**209.**

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: \*special, math  
[nk.karpov's solution](#)