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Unique solved — nqiiii

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

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

Filters: none

Count: 361

- 1.**
1491A
[K-th Largest Value](#) · [Tutorial](#)
Quality: 19,028 global accepts · Rating: 800 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[nqiiii's solution](#)
- 2.**
1081A
[Definite Game](#) · [Tutorial](#)
Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[nqiiii's solution](#)
- 3.**
1060A
[Phone Numbers](#) · [Tutorial](#)
Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[nqiiii's solution](#)
- 4.**
952A
[Quirky Quantifiers](#) · [Tutorial](#)
Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, math
[nqiiii's solution](#)
- 5.**
935A
[Fafa and his Company](#) · [Tutorial](#)
Quality: 47,234 global accepts · Rating: 800 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[nqiiii's solution](#)
- 6.**
939A
[Love Triangle](#) · [Tutorial](#)
Quality: 29,707 global accepts · Rating: 800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[nqiiii's solution](#)
- 7.**
938A
[Word Correction](#) · [Tutorial](#)
Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[nqiiii's solution](#)
- 8.**
932A
[Palindromic Supersequence](#) · [Tutorial](#)
Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[nqiiii's solution](#)
- 9.**
908A
[New Year and Counting Cards](#) · [Tutorial](#)
Quality: 15,841 global accepts · Rating: 800 · first AC: 2018-01-01 · GNU C++17 Diagnostics (first AC) · Tags: brute force, implementation
[nqiiii's solution](#)
- 10.**
1505A
[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, interactive
[nqiiii's solution](#)

11.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[nqiiii's solution](#)

12.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[nqiiii's solution](#)

13.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[nqiiii's solution](#)

14.

500A

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

Quality: 62,690 global accepts · Rating: 1000 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation
[nqiiii's solution](#)

15.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[nqiiii's solution](#)

16.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[nqiiii's solution](#)

17.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[nqiiii's solution](#)

18.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[nqiiii's solution](#)

19.

264A

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

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers
[nqiiii's solution](#)

20.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[nqiiii's solution](#)

21.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[nqiiii's solution](#)

22.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[nqiiii's solution](#)

23.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[nqiiii's solution](#)

24.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[nqiiii's solution](#)

25.

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[nqiiii's solution](#)

26.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[nqiiii's solution](#)

27.

932B

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

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

[nqiiii's solution](#)

28.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[nqiiii's solution](#)

29.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[nqiiii's solution](#)

30.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[nqiiii's solution](#)

31.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,181 global accepts · Rating: 1400 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory
[nqiiii's solution](#)

32.

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,601 global accepts · Rating: 1400 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games
[nqiiii's solution](#)

33.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[nqiiii's solution](#)

34.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[nqiiii's solution](#)

35.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory
[nqiiii's solution](#)

36.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[nqiiii's solution](#)

37.

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[nqiiii's solution](#)

38.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,488 global accepts · Rating: 1500 · first AC: 2018-03-29 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation
[nqiiii's solution](#)

39.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[nqiiii's solution](#)

40.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math
[nqiiii's solution](#)

41.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[nqiiii's solution](#)

42.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, number theory

[nqiiii's solution](#)

43.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[nqiiii's solution](#)

44.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[nqiiii's solution](#)

45.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[nqiiii's solution](#)

46.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[nqiiii's solution](#)

47.

568A

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

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[nqiiii's solution](#)

48.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[nqiiii's solution](#)

49.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[nqiiii's solution](#)

50.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[nqiiii's solution](#)

51.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[nqiiii's solution](#)

52.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[nqiiii's solution](#)

53.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[nqiiii's solution](#)

54.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[nqiiii's solution](#)

55.

932C

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

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

[nqiiii's solution](#)

56.

916C

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

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[nqiiii's solution](#)

57.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[nqiiii's solution](#)

58.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[nqiiii's solution](#)

59.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[nqiiii's solution](#)

60.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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61.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2019-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[nqiiii's solution](#)

62.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[nqiiii's solution](#)

63.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[nqiiii's solution](#)

64.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[nqiiii's solution](#)

65.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2018-03-11 · Python 2 (first AC) · Tags: *special

[nqiiii's solution](#)

66.

936A

[Save Energy!](#) · [Tutorial](#)

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

[nqiiii's solution](#)

67.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[nqiiii's solution](#)

68.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[nqiiii's solution](#)

69.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[nqiiii's solution](#)

70.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation, shortest paths

[nqiiii's solution](#)

71.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math

[nqiiii's solution](#)

72.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[nqiiii's solution](#)

73.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,110 global accepts · Rating: 1800 · first AC: 2019-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[nqiiii's solution](#)

74.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[nqiiii's solution](#)

75.

487A

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

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

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76.

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

[nqiiii's solution](#)

77.

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[nqiiii's solution](#)

78.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-02 · PHP (first AC) · Tags: *special, probabilities

[nqiiii's solution](#)

79.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[nqiiii's solution](#)

80.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 4,989 global accepts · Rating: 1800 · first AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[nqiiii's solution](#)

81.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,478 global accepts · Rating: 1800 · first AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[nqiiii's solution](#)

82.

914C

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

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp
[nqiiii's solution](#)

83.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[nqiiii's solution](#)

84.

913D

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

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[nqiiii's solution](#)

85.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation
[nqiiii's solution](#)

86.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-04-12 · last AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, number theory, shortest paths
[nqiiii's solution](#)

87.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing
[nqiiii's solution](#)

88.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive
[nqiiii's solution](#)

89.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[nqiiii's solution](#)

90.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2018-08-09 · last AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, interactive
[nqiiii's solution](#)

91.

568B

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

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[nqiiii's solution](#)

92.

700A

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

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[nqiiii's solution](#)

93.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[nqiiii's solution](#)

94.

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2018-03-29 · C++14 (GCC 6-32) (first AC) · Tags: *special

[nqiiii's solution](#)

95.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2018-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[nqiiii's solution](#)

96.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2018-03-11 · Python 2 (first AC) · Tags: *special

[nqiiii's solution](#)

97.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[nqiiii's solution](#)

98.

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,812 global accepts · Rating: 1900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[nqiiii's solution](#)

99.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[nqiiii's solution](#)

100.

914D

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

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[nqiiii's solution](#)

101.

500D

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

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[nqiiii's solution](#)

102.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[nqiiii's solution](#)

103.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[nqiiii's solution](#)

104.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[nqiiii's solution](#)

105.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[nqiiii's solution](#)

106.

314C

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

Quality: 2,003 global accepts · Rating: 2000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[nqiiii's solution](#)

107.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[nqiiii's solution](#)

108.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[nqiiii's solution](#)

109.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 2000 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: geometry

[nqiiii's solution](#)

110.

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2018-03-29 · Secret_171 (first AC) · Tags: *special

[nqiiii's solution](#)

111.

720A

[Closing ceremony](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2000 · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[nqiiii's solution](#)

112.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[nqiiii's solution](#)

113.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[nqiiii's solution](#)

114.

464C

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

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[nqiiii's solution](#)

115.

763B

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

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[nqiiii's solution](#)

116.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[nqiiii's solution](#)

117.

960D

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

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, trees

[nqiiii's solution](#)

118.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[nqiiii's solution](#)

119.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[nqiiii's solution](#)

120.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[nqiiii's solution](#)

121.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[nqiiii's solution](#)

122.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, sortings

[nqiiii's solution](#)

123.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[nqiiii's solution](#)

124.

477C

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

Rating: 2200 · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[nqiiii's solution](#)

125.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, geometry, trees

[nqiiii's solution](#)

126.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[nqiiii's solution](#)

127.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[nqiiii's solution](#)

128.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[nqiiii's solution](#)

129.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[nqiiii's solution](#)

130.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[nqiiii's solution](#)

131.

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2018-03-29 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[nqiiii's solution](#)

132.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[nqiiii's solution](#)

133.

908D

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

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[nqiiii's solution](#)

134.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[nqiiii's solution](#)

135.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[nqiiii's solution](#)

136.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[nqiiii's solution](#)

137.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[nqiiii's solution](#)

138.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[nqiiii's solution](#)

139.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[nqiiii's solution](#)

140.

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[nqiiii's solution](#)

141.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-16 · last AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[nqiiii's solution](#)

142.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[nqiiii's solution](#)

143.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,453 global accepts · Rating: 2300 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[nqiiii's solution](#)

144.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[nqiiii's solution](#)

145.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, dsu
[nqiiii's solution](#)

146.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees
[nqiiii's solution](#)

147.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2019-04-13 · last AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[nqiiii's solution](#)

148.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp
[nqiiii's solution](#)

149.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[nqiiii's solution](#)

150.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[nqiiii's solution](#)

151.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[nqiiii's solution](#)

152.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees
[nqiiii's solution](#)

153.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[nqiiii's solution](#)

154.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-28 · last AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[nqiiii's solution](#)

155.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[nqiiii's solution](#)

156.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2018-04-04 · last AC: 2018-04-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, matrices

[nqiiii's solution](#)

157.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[nqiiii's solution](#)

158.

914E

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

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[nqiiii's solution](#)

159.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2400 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[nqiiii's solution](#)

160.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2018-01-14 · last AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[nqiiii's solution](#)

161.

913E

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

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[nqiiii's solution](#)

162.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[nqiiii's solution](#)

163.

908F

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

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[nqiiii's solution](#)

164.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[nqiiii's solution](#)

165.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2019-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[nqiiii's solution](#)

166.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[nqiiii's solution](#)

167.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[nqiiii's solution](#)

168.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[nqiiii's solution](#)

169.

778C

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

Quality: 983 global accepts · Rating: 2500 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[nqiiii's solution](#)

170.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[nqiiii's solution](#)

171.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[nqiiii's solution](#)

172.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[nqiiii's solution](#)

173.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[nqiiii's solution](#)

174.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[nqiiii's solution](#)

175.

912C

[Perun, Ult!](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2500 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[nqiiii's solution](#)

176.

908E

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

Quality: 837 global accepts · Rating: 2500 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[nqiiii's solution](#)

177.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-06-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[nqiiii's solution](#)

178.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers
[nqiiii's solution](#)

179.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers
[nqiiii's solution](#)

180.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities
[nqiiii's solution](#)

181.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[nqiiii's solution](#)

182.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[nqiiii's solution](#)

183.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[nqiiii's solution](#)

184.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2019-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[nqiiii's solution](#)

185.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2018-12-02 · last AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics
[nqiiii's solution](#)

186.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[nqiiii's solution](#)

187.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2018-07-10 · last AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing

[nqiiii's solution](#)

188.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[nqiiii's solution](#)

189.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, greedy

[nqiiii's solution](#)

190.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[nqiiii's solution](#)

191.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[nqiiii's solution](#)

192.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[nqiiii's solution](#)

193.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[nqiiii's solution](#)

194.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[nqiiii's solution](#)

195.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[nqiiii's solution](#)

196.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[nqiiii's solution](#)

197.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2018-10-23 · GNU C++11 (first AC) · Tags: data structures
[nqiiii's solution](#)

198.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: math
[nqiiii's solution](#)

199.

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[nqiiii's solution](#)

200.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[nqiiii's solution](#)

201.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[nqiiii's solution](#)

202.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[nqiiii's solution](#)

203.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp
[nqiiii's solution](#)

204.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings
[nqiiii's solution](#)

205.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[nqiiii's solution](#)

206.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[nqiiii's solution](#)

207.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees
[nqiiii's solution](#)

208.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2019-11-11 · last AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[nqiiii's solution](#)

209.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[nqiiii's solution](#)

210.

461D

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

Quality: 401 global accepts · Rating: 2800 · first AC: 2018-04-13 · last AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math

[nqiiii's solution](#)

211.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[nqiiii's solution](#)

212.

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[nqiiii's solution](#)

213.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[nqiiii's solution](#)

214.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: flows

[nqiiii's solution](#)

215.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[nqiiii's solution](#)

216.

674F

[Bears and Juice](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, meet-in-the-middle

[nqiiii's solution](#)

217.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, math

[nqiiii's solution](#)

218.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[nqiiii's solution](#)

219.

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[nqiiii's solution](#)

220.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[nqiiii's solution](#)

221.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[nqiiii's solution](#)

222.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[nqiiii's solution](#)

223.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[nqiiii's solution](#)

224.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[nqiiii's solution](#)

225.

568E

[Longest Increasing Subsequence](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 3000 · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[nqiiii's solution](#)

226.

634F

[Orchestra](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[nqiiii's solution](#)

227.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, expression parsing

[nqiiii's solution](#)

228.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[nqiiii's solution](#)

229.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[nqiiii's solution](#)

230.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[nqiiii's solution](#)

231.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, strings
[nqiiii's solution](#)

232.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees
[nqiiii's solution](#)

233.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[nqiiii's solution](#)

234.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive
[nqiiii's solution](#)

235.

461E

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

Quality: 516 global accepts · Rating: 3000 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, shortest paths, strings
[nqiiii's solution](#)

236.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings
[nqiiii's solution](#)

237.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[nqiiii's solution](#)

238.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[nqiiii's solution](#)

239.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings
[nqiiii's solution](#)

240.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math
[nqiiii's solution](#)

241.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2019-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[nqiiii's solution](#)

242.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2019-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures
[nqiiii's solution](#)

243.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, trees
[nqiiii's solution](#)

244.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2018-04-16 · last AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory
[nqiiii's solution](#)

245.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[nqiiii's solution](#)

246.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy
[nqiiii's solution](#)

247.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, strings
[nqiiii's solution](#)

248.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings
[nqiiii's solution](#)

249.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2019-11-12 · last AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: matrices, trees
[nqiiii's solution](#)

250.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, trees
[nqiiii's solution](#)

251.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[nqiiii's solution](#)

252.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs
[nqiiii's solution](#)

253.

674G

[Choosing Ads](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[nqiiii's solution](#)

254.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings
[nqiiii's solution](#)

255.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures
[nqiiii's solution](#)

256.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: games
[nqiiii's solution](#)

257.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2018-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees
[nqiiii's solution](#)

258.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, graphs, math, probabilities
[nqiiii's solution](#)

259.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
[nqiiii's solution](#)

260.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[nqiiii's solution](#)

261.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings
[nqiiii's solution](#)

262.

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry
[nqiiii's solution](#)

263.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-02 · PHP (first AC) · Tags: *special, constructive algorithms, geometry, math
[nqiiii's solution](#)

264.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-02 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[nqiiii's solution](#)

265.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special
[nqiiii's solution](#)

266.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, number theory
[nqiiii's solution](#)

267.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, math, number theory
[nqiiii's solution](#)

268.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, expression parsing, strings
[nqiiii's solution](#)

269.

102538E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[nqiiii's solution](#)

270.

102538J

[Just Counting](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[nqiiii's solution](#)

271.

102538B

[Best Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[nqiiii's solution](#)

272.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[nqiiii's solution](#)

273.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[nqiiii's solution](#)

274.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[nqiiii's solution](#)

275.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[nqiiii's solution](#)

276.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[nqiiii's solution](#)

277.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math, number theory
[nqiiii's solution](#)

278.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[nqiiii's solution](#)

279.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special
[nqiiii's solution](#)

280.

102331G

[Grammarly](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[nqiiii's solution](#)

281.

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[nqiiii's solution](#)

282.

102268F

[Free Edges](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[nqiiii's solution](#)

283.

102268B

[Best Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[nqiiii's solution](#)

284.

102202B

[Gosu](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[nqiiii's solution](#)

285.

102202A

[Rainbow Beads](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[nqiiii's solution](#)

286.

102202F

[Eat Economically](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[nqiiii's solution](#)

287.

102202G

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

Rating: — · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[nqiiii's solution](#)

288.

102202D

[A Plus Equals B](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[nqiiii's solution](#)

289.

101005B

[Ktree](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[nqiiii's solution](#)

290.

101005I

[Substring](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[nqiiii's solution](#)

291.

101005A

[Tree Search](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[nqiiii's solution](#)

292.

102201A

[A Plus Equals B](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[nqiiii's solution](#)

293.

102201I

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

Rating: — · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[nqiiii's solution](#)

294.

102201F

[Fruit Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[nqiiii's solution](#)

295.

102201E

[Eat Economically](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[nqiiii's solution](#)

296.

1145F

[Neat Words](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

[nqiiii's solution](#)

297.

1145C

[Mystery Circuit](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[nqiiii's solution](#)

298.

1145B

[Kanban Numbers](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force

[nqiiii's solution](#)

299.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[nqiiii's solution](#)

300.

101853K

[Citations](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[nqiiii's solution](#)

301.

101853J

[Smallest Difference](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[nqiiii's solution](#)

302.

101853I

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[nqiiii's solution](#)

303.

101853H

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[nqiiii's solution](#)

304.

101853F

[Working Time](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[nqiiii's solution](#)

305.

101853D

[Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[nqiiii's solution](#)

306.

101853E

[Maximum Sum](#) · [Tutorial](#)

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