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Unique solved — p1ratnttt

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

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Filters: none

Count: 690

1.

2210A

[A Simple Sequence](#) · [Tutorial](#)

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2.

2154A

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Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

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3.

2149B

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Quality: 33,064 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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4.

2149A

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5.

1822C

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6.

1822B

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7.

1822A

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8.

1776A

[Walking Boy](#) · [Tutorial](#)

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9.

1735A

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10.

1762A

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11.

1769A

[B47CmDò 4Cä@Cä3C](#)

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12.

1759B

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13.

1759A

[Yes-Yes?](#) · [Tutorial](#)

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14.

1740A

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15.

1736A

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16.

1480A

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17.

1352A

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18.

1325B

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19.

1325A

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Quality: 46,212 global accepts · Rating: 800 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory
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20.

1311A

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21.

1304A

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22.

1285A

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23.

1271A

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Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
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24.

1223A

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Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math
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25.

1220A

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26.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

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27.

1200A

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28.

1189A

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29.

1178A

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30.

1183A

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Quality: 27,024 global accepts · Rating: 800 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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31.

1185A

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Quality: 15,384 global accepts · Rating: 800 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: math

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32.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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33.

1173A

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Quality: 17,260 global accepts · Rating: 800 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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34.

1159A

[A pile of stones](#) · [Tutorial](#)

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35.

1139A

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36.

1136A

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37.

1130A

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38.

1114A

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39.

822A

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40.

1108A

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41.

1091A

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42.

1104A

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Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

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43.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

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44.

1096A

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Quality: 19,634 global accepts · Rating: 800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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45.

1085A

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46.

1093A

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47.

1005A

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48.

988A

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Quality: 28,505 global accepts · Rating: 800 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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49.

999A

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50.

977A

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Quality: 217,537 global accepts · Rating: 800 · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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51.

987A

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52.

1056A

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Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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53.

1080A

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54.

1061A

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55.

1077A

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56.

1031A

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Quality: 13,396 global accepts · Rating: 800 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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57.

1054A

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Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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58.

1047A

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Quality: 21,286 global accepts · Rating: 800 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: math

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59.

1064A

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[p1ratttt's solution](#)

60.

1030A

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61.

918A

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62.

919A

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63.

2210B

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64.

2149C

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65.

1971C

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66.

1904A

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Quality: 40,400 global accepts · Rating: 900 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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67.

1267B

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Quality: 4,538 global accepts · Rating: 900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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68.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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69.

1666D

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70.

1679A

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Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

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71.

1480B

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Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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72.

1324A

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73.

1279A

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74.

1282A

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Quality: 15,502 global accepts · Rating: 900 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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75.

1272A

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Quality: 22,076 global accepts · Rating: 900 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

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76.

405A

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Quality: 126,500 global accepts · Rating: 900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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77.

1225A

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Quality: 16,624 global accepts · Rating: 900 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: math

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78.

1025A

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79.

1213A

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80.

1201A

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Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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81.

1197A

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82.

1183B

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83.

598A

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Quality: 32,222 global accepts · Rating: 900 · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: math

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84.

1132B

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Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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85.

1113A

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86.

1110A

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Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[p1ratttt's solution](#)

87.

1107A

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Quality: 12,774 global accepts · Rating: 900 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

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88.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-22 · Python 3 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[p1ratttt's solution](#)

89.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,389 global accepts · Rating: 900 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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90.

999B

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Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[p1ratttt's solution](#)

91.

977B

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Quality: 49,795 global accepts · Rating: 900 · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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92.

1011A

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[p1ratttt's solution](#)

93.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,643 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math

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94.

1032A

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Quality: 7,336 global accepts · Rating: 900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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95.

1047B

[Cover Points](#) · [Tutorial](#)

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[p1ratttt's solution](#)

96.

918B

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Quality: 19,881 global accepts · Rating: 900 · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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97.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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98.

1769B1

[Accepted](#) [>C\\$0CÔ8CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation, math

[p1rathtt's solution](#)

99.

1278A

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Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[p1rathtt's solution](#)

100.

1266B

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Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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101.

1266A

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Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math

[p1rathtt's solution](#)

102.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[p1rathtt's solution](#)

103.

1225B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[p1rathtt's solution](#)

104.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[p1rathtt's solution](#)

105.

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: strings

[p1rathtt's solution](#)

106.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[p1rathtt's solution](#)

107.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[p1rathtt's solution](#)

108.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[p1ratntt's solution](#)

109.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[p1ratntt's solution](#)

110.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,580 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[p1ratntt's solution](#)

111.

1151A

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

Quality: 11,859 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[p1ratntt's solution](#)

112.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1000 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[p1ratntt's solution](#)

113.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[p1ratntt's solution](#)

114.

1133A

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

Quality: 19,707 global accepts · Rating: 1000 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[p1ratntt's solution](#)

115.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[p1ratntt's solution](#)

116.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[p1ratntt's solution](#)

117.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[p1ratntt's solution](#)

118.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[p1ratntt's solution](#)

119.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[p1ratttt's solution](#)

120.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[p1ratttt's solution](#)

121.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[p1ratttt's solution](#)

122.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[p1ratttt's solution](#)

123.

886A

[ACM ICPC](#) · [Tutorial](#)

Quality: 11,216 global accepts · Rating: 1000 · first AC: 2018-10-21 · last AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[p1ratttt's solution](#)

124.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[p1ratttt's solution](#)

125.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-02 · last AC: 2018-02-02 · GNU C++11 (first AC) · Tags: implementation

[p1ratttt's solution](#)

126.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[p1ratttt's solution](#)

127.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[p1ratttt's solution](#)

128.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths

[p1ratttt's solution](#)

129.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[p1ratttt's solution](#)

130.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[p1ratntt's solution](#)

131.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,558 global accepts · Rating: 1100 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[p1ratntt's solution](#)

132.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,308 global accepts · Rating: 1100 · first AC: 2019-07-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[p1ratntt's solution](#)

133.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[p1ratntt's solution](#)

134.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[p1ratntt's solution](#)

135.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[p1ratntt's solution](#)

136.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[p1ratntt's solution](#)

137.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[p1ratntt's solution](#)

138.

1085B

[Div Times Mod](#) · [Tutorial](#)

Quality: 10,086 global accepts · Rating: 1100 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[p1ratntt's solution](#)

139.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[p1ratntt's solution](#)

140.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[p1ratntt's solution](#)

141.

1030B

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

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[p1ratttt's solution](#)

142.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[p1ratttt's solution](#)

143.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, implementation

[p1ratttt's solution](#)

144.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-05-03 · Go (first AC) · Tags: constructive algorithms, math

[p1ratttt's solution](#)

145.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[p1ratttt's solution](#)

146.

413A

[Data Recovery](#) · [Tutorial](#)

Quality: 2,967 global accepts · Rating: 1200 · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[p1ratttt's solution](#)

147.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[p1ratttt's solution](#)

148.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[p1ratttt's solution](#)

149.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[p1ratttt's solution](#)

150.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[p1ratttt's solution](#)

151.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[p1ratntt's solution](#)

152.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[p1ratntt's solution](#)

153.

1121B

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

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[p1ratntt's solution](#)

154.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[p1ratntt's solution](#)

155.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[p1ratntt's solution](#)

156.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[p1ratntt's solution](#)

157.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,848 global accepts · Rating: 1200 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[p1ratntt's solution](#)

158.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[p1ratntt's solution](#)

159.

999C

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

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[p1ratntt's solution](#)

160.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[p1ratntt's solution](#)

161.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1200 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[p1ratntt's solution](#)

162.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[p1rathtt's solution](#)

163.

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,146 global accepts · Rating: 1200 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[p1rathtt's solution](#)

164.

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[p1rathtt's solution](#)

165.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[p1rathtt's solution](#)

166.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,031 global accepts · Rating: 1200 · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[p1rathtt's solution](#)

167.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: math
[p1rathtt's solution](#)

168.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[p1rathtt's solution](#)

169.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-02 · last AC: 2018-02-02 · GNU C++11 (first AC) · Tags: implementation
[p1rathtt's solution](#)

170.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: two pointers
[p1rathtt's solution](#)

171.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,841 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[p1rathtt's solution](#)

172.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,418 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
[p1rathtt's solution](#)

173.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[p1ratntt's solution](#)

174.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[p1ratntt's solution](#)

175.

1225B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1300 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[p1ratntt's solution](#)

176.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,784 global accepts · Rating: 1300 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[p1ratntt's solution](#)

177.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[p1ratntt's solution](#)

178.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[p1ratntt's solution](#)

179.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[p1ratntt's solution](#)

180.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[p1ratntt's solution](#)

181.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,687 global accepts · Rating: 1300 · first AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[p1ratntt's solution](#)

182.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, strings

[p1ratntt's solution](#)

183.

598B

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

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[p1ratntt's solution](#)

184.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[p1ratttt's solution](#)

185.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings
[p1ratttt's solution](#)

186.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory
[p1ratttt's solution](#)

187.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[p1ratttt's solution](#)

188.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[p1ratttt's solution](#)

189.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[p1ratttt's solution](#)

190.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[p1ratttt's solution](#)

191.

1096B

[Substring Removal](#) · [Tutorial](#)

Quality: 11,684 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings
[p1ratttt's solution](#)

192.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[p1ratttt's solution](#)

193.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[p1ratttt's solution](#)

194.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[p1ratttt's solution](#)

195.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

196.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[p1ratntt's solution](#)

197.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[p1ratntt's solution](#)

198.

1064C

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

Rating: 1300 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[p1ratntt's solution](#)

199.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[p1ratntt's solution](#)

200.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[p1ratntt's solution](#)

201.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[p1ratntt's solution](#)

202.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[p1ratntt's solution](#)

203.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[p1ratntt's solution](#)

204.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[p1ratntt's solution](#)

205.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,556 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[p1ratntt's solution](#)

206.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[p1ratntt's solution](#)

207.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[p1ratntt's solution](#)

208.

1769B2

[Aesop's Fable](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, brute force, math

[p1ratntt's solution](#)

209.

1332B

[Composite Coloring](#) · [Tutorial](#)

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[p1ratntt's solution](#)

210.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[p1ratntt's solution](#)

211.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[p1ratntt's solution](#)

212.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[p1ratntt's solution](#)

213.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[p1ratntt's solution](#)

214.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[p1ratntt's solution](#)

215.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[p1ratntt's solution](#)

216.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[p1ratntt's solution](#)

217.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,250 global accepts · Rating: 1400 · first AC: 2019-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[p1ratntt's solution](#)

218.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[p1ratntt's solution](#)

219.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[p1ratntt's solution](#)

220.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,430 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[p1ratntt's solution](#)

221.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[p1ratntt's solution](#)

222.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[p1ratntt's solution](#)

223.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu

[p1ratntt's solution](#)

224.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,600 global accepts · Rating: 1400 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[p1ratntt's solution](#)

225.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[p1ratntt's solution](#)

226.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[p1ratntt's solution](#)

227.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[p1rathtt's solution](#)

228.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[p1rathtt's solution](#)

229.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[p1rathtt's solution](#)

230.

977D

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

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[p1rathtt's solution](#)

231.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,062 global accepts · Rating: 1400 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[p1rathtt's solution](#)

232.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[p1rathtt's solution](#)

233.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2018-11-09 · last AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[p1rathtt's solution](#)

234.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · last AC: 2018-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[p1rathtt's solution](#)

235.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: math

[p1rathtt's solution](#)

236.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,558 global accepts · Rating: 1500 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[p1rathtt's solution](#)

237.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[p1rathtt's solution](#)

238.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,863 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[p1ratntt's solution](#)

239.

1325C

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

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[p1ratntt's solution](#)

240.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[p1ratntt's solution](#)

241.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[p1ratntt's solution](#)

242.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[p1ratntt's solution](#)

243.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[p1ratntt's solution](#)

244.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2019-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[p1ratntt's solution](#)

245.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,613 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[p1ratntt's solution](#)

246.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[p1ratntt's solution](#)

247.

1159C

[The Party and Sweets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[p1ratntt's solution](#)

248.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, math

[p1ratntt's solution](#)

249.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,661 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[p1ratntt's solution](#)

250.

1133D

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

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[p1ratntt's solution](#)

251.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[p1ratntt's solution](#)

252.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[p1ratntt's solution](#)

253.

1110C

[Meaningless Operations](#) · [Tutorial](#)

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[p1ratntt's solution](#)

254.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[p1ratntt's solution](#)

255.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[p1ratntt's solution](#)

256.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,662 global accepts · Rating: 1500 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[p1ratntt's solution](#)

257.

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[p1ratntt's solution](#)

258.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[p1ratntt's solution](#)

259.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[p1ratntt's solution](#)

260.

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[p1ratntt's solution](#)

261.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[p1ratntt's solution](#)

262.

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[p1ratntt's solution](#)

263.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,241 global accepts · Rating: 1600 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[p1ratntt's solution](#)

264.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[p1ratntt's solution](#)

265.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-05-03 · Go (first AC) · Tags: greedy, math, strings
[p1ratntt's solution](#)

266.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math
[p1ratntt's solution](#)

267.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[p1ratntt's solution](#)

268.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2019-10-26 · last AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math
[p1ratntt's solution](#)

269.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[p1ratttt's solution](#)

270.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[p1ratttt's solution](#)

271.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[p1ratttt's solution](#)

272.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory
[p1ratttt's solution](#)

273.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings
[p1ratttt's solution](#)

274.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: two pointers
[p1ratttt's solution](#)

275.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[p1ratttt's solution](#)

276.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-29 · C++14 (GCC 6-32) (first AC) · Tags: trees
[p1ratttt's solution](#)

277.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers
[p1ratttt's solution](#)

278.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[p1ratttt's solution](#)

279.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[p1ratttt's solution](#)

280.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[p1ratttt's solution](#)

281.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[p1ratttt's solution](#)

282.

1113C

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratttt's solution](#)

283.

924B

[Three-level Laser](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[p1ratttt's solution](#)

284.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[p1ratttt's solution](#)

285.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[p1ratttt's solution](#)

286.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[p1ratttt's solution](#)

287.

1085C

[Connect Three](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[p1ratttt's solution](#)

288.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[p1ratttt's solution](#)

289.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[p1ratttt's solution](#)

290.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-17 · last AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[p1ratntt's solution](#)

291.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[p1ratntt's solution](#)

292.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[p1ratntt's solution](#)

293.

2052F

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

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[p1ratntt's solution](#)

294.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[p1ratntt's solution](#)

295.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[p1ratntt's solution](#)

296.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[p1ratntt's solution](#)

297.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[p1ratntt's solution](#)

298.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[p1ratntt's solution](#)

299.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[p1ratntt's solution](#)

300.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[p1ratntt's solution](#)

301.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[p1ratnttt's solution](#)

302.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[p1ratnttt's solution](#)

303.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[p1ratnttt's solution](#)

304.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[p1ratnttt's solution](#)

305.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[p1ratnttt's solution](#)

306.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[p1ratnttt's solution](#)

307.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[p1ratnttt's solution](#)

308.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[p1ratnttt's solution](#)

309.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[p1ratnttt's solution](#)

310.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[p1ratnttt's solution](#)

311.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[p1ratttt's solution](#)

312.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,102 global accepts · Rating: 1700 · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[p1ratttt's solution](#)

313.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[p1ratttt's solution](#)

314.

1118E

[Yet Another Ball Problem](#) · [Tutorial](#)

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[p1ratttt's solution](#)

315.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[p1ratttt's solution](#)

316.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[p1ratttt's solution](#)

317.

1130D1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[p1ratttt's solution](#)

318.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-02-10 · Python 3 (first AC) · Tags: brute force, implementation, math, number theory
[p1ratttt's solution](#)

319.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2019-02-07 · last AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[p1ratttt's solution](#)

320.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[p1ratttt's solution](#)

321.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1700 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and

conquer, math

[p1ratntt's solution](#)

322.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[p1ratntt's solution](#)

323.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[p1ratntt's solution](#)

324.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[p1ratntt's solution](#)

325.

729C

[Road to Cinema](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1700 · first AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[p1ratntt's solution](#)

326.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings

[p1ratntt's solution](#)

327.

1085D

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

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[p1ratntt's solution](#)

328.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[p1ratntt's solution](#)

329.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[p1ratntt's solution](#)

330.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[p1ratntt's solution](#)

331.

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2018-11-19 · last AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[p1ratntt's solution](#)

332.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[p1ratntt's solution](#)

333.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[p1ratntt's solution](#)

334.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[p1ratntt's solution](#)

335.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[p1ratntt's solution](#)

336.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[p1ratntt's solution](#)

337.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[p1ratntt's solution](#)

338.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[p1ratntt's solution](#)

339.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[p1ratntt's solution](#)

340.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[p1ratntt's solution](#)

341.

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,731 global accepts · Rating: 1800 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[p1ratntt's solution](#)

342.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[p1ratntt's solution](#)

343.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,047 global accepts · Rating: 1800 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[p1ratntt's solution](#)

344.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[p1ratntt's solution](#)

345.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[p1ratntt's solution](#)

346.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[p1ratntt's solution](#)

347.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[p1ratntt's solution](#)

348.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[p1ratntt's solution](#)

349.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[p1ratntt's solution](#)

350.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[p1ratntt's solution](#)

351.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,444 global accepts · Rating: 1800 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers

[p1ratntt's solution](#)

352.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[p1rathtt's solution](#)

353.

1130D2

[Toy Train](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[p1rathtt's solution](#)

354.

1113D

[Sasha and One More Name](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[p1rathtt's solution](#)

355.

801D

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[p1rathtt's solution](#)

356.

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[p1rathtt's solution](#)

357.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1800 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[p1rathtt's solution](#)

358.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 5,003 global accepts · Rating: 1800 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[p1rathtt's solution](#)

359.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2019-02-02 · last AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[p1rathtt's solution](#)

360.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2019-01-30 · last AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[p1rathtt's solution](#)

361.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory

[p1rathtt's solution](#)

362.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,913 global accepts · Rating: 1800 · first AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[p1rathtt's solution](#)

363.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2019-01-19 · last AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[p1ratttt's solution](#)

364.

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2018-12-10 · last AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[p1ratttt's solution](#)

365.

987E

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

Rating: 1800 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[p1ratttt's solution](#)

366.

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[p1ratttt's solution](#)

367.

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[p1ratttt's solution](#)

368.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[p1ratttt's solution](#)

369.

2052E

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

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, expression parsing, strings

[p1ratttt's solution](#)

370.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: math

[p1ratttt's solution](#)

371.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[p1ratttt's solution](#)

372.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[p1ratttt's solution](#)

373.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[p1ratnttt's solution](#)

374.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[p1ratnttt's solution](#)

375.

1197D

[Yet Another Subarray Problem](#) · [Tutorial](#)

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[p1ratnttt's solution](#)

376.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2019-06-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[p1ratnttt's solution](#)

377.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[p1ratnttt's solution](#)

378.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, math

[p1ratnttt's solution](#)

379.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[p1ratnttt's solution](#)

380.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[p1ratnttt's solution](#)

381.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[p1ratnttt's solution](#)

382.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[p1ratnttt's solution](#)

383.

1147B

[Chladni Figure](#) · [Tutorial](#)

Quality: 3,110 global accepts · Rating: 1900 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[p1ratttt's solution](#)

384.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[p1ratttt's solution](#)

385.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[p1ratttt's solution](#)

386.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[p1ratttt's solution](#)

387.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[p1ratttt's solution](#)

388.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[p1ratttt's solution](#)

389.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[p1ratttt's solution](#)

390.

1032D

[Barcelonian Distance](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1900 · first AC: 2018-11-18 · last AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[p1ratttt's solution](#)

391.

1063C

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

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[p1ratttt's solution](#)

392.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[p1ratttt's solution](#)

393.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-09-02 · last AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[p1ratntt's solution](#)

394.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[p1ratntt's solution](#)

395.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[p1ratntt's solution](#)

396.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[p1ratntt's solution](#)

397.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[p1ratntt's solution](#)

398.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[p1ratntt's solution](#)

399.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[p1ratntt's solution](#)

400.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[p1ratntt's solution](#)

401.

1198C

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Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[p1ratntt's solution](#)

402.

1185E

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Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[p1ratntt's solution](#)

403.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 2000 · first AC: 2019-06-10 · last AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[p1ratntt's solution](#)

404.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: games

[p1ratttt's solution](#)

405.

1131D

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Quality: 3,636 global accepts · Rating: 2000 · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[p1ratttt's solution](#)

406.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[p1ratttt's solution](#)

407.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[p1ratttt's solution](#)

408.

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, math

[p1ratttt's solution](#)

409.

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2018-12-10 · last AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[p1ratttt's solution](#)

410.

1090L

[Berland University](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[p1ratttt's solution](#)

411.

999E

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

Quality: 7,855 global accepts · Rating: 2000 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[p1ratttt's solution](#)

412.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[p1ratttt's solution](#)

413.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[p1ratttt's solution](#)

414.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs

[p1ratntt's solution](#)

415.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1ratntt's solution](#)

416.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[p1ratntt's solution](#)

417.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[p1ratntt's solution](#)

418.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[p1ratntt's solution](#)

419.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[p1ratntt's solution](#)

420.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-18 · last AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[p1ratntt's solution](#)

421.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[p1ratntt's solution](#)

422.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[p1ratntt's solution](#)

423.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[p1ratntt's solution](#)

424.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[p1ratntt's solution](#)

425.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[p1ratntt's solution](#)

426.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[p1ratntt's solution](#)

427.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[p1ratntt's solution](#)

428.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[p1ratntt's solution](#)

429.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[p1ratntt's solution](#)

430.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[p1ratntt's solution](#)

431.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[p1ratntt's solution](#)

432.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 2100 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[p1ratntt's solution](#)

433.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[p1ratntt's solution](#)

434.

1166E

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Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[p1ratntt's solution](#)

435.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[p1ratnttt's solution](#)

436.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[p1ratnttt's solution](#)

437.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[p1ratnttt's solution](#)

438.

319C

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

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[p1ratnttt's solution](#)

439.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[p1ratnttt's solution](#)

440.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,218 global accepts · Rating: 2100 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[p1ratnttt's solution](#)

441.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2019-01-30 · last AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[p1ratnttt's solution](#)

442.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

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443.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dp

[p1ratnttt's solution](#)

444.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[p1ratnttt's solution](#)

445.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[p1ratntt's solution](#)

446.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[p1ratntt's solution](#)

447.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[p1ratntt's solution](#)

448.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[p1ratntt's solution](#)

449.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[p1ratntt's solution](#)

450.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[p1ratntt's solution](#)

451.

1158B

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Quality: 2,383 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[p1ratntt's solution](#)

452.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-18 · last AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[p1ratntt's solution](#)

453.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[p1ratntt's solution](#)

454.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[p1ratntt's solution](#)

455.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[p1ratntt's solution](#)

456.

47D

[Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[p1ratntt's solution](#)

457.

1282D

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Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-24 · last AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings

[p1ratntt's solution](#)

458.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[p1ratntt's solution](#)

459.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[p1ratntt's solution](#)

460.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[p1ratntt's solution](#)

461.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[p1ratntt's solution](#)

462.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1ratntt's solution](#)

463.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[p1ratntt's solution](#)

464.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[p1ratntt's solution](#)

465.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[p1ratntt's solution](#)

466.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[p1ratntt's solution](#)

467.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[p1ratntt's solution](#)

468.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[p1ratntt's solution](#)

469.

1138F

[Cooperative Game](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive, math

[p1ratntt's solution](#)

470.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[p1ratntt's solution](#)

471.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[p1ratntt's solution](#)

472.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[p1ratntt's solution](#)

473.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, greedy, interactive

[p1ratntt's solution](#)

474.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, interactive, sortings

[p1ratntt's solution](#)

475.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[p1ratntt's solution](#)

476.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[p1ratnttt's solution](#)

477.

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2500 · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[p1ratnttt's solution](#)

478.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[p1ratnttt's solution](#)

479.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[p1ratnttt's solution](#)

480.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[p1ratnttt's solution](#)

481.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[p1ratnttt's solution](#)

482.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, trees

[p1ratnttt's solution](#)

483.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[p1ratnttt's solution](#)

484.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[p1ratnttt's solution](#)

485.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[p1ratnttt's solution](#)

486.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[p1ratntt's solution](#)

487.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[p1ratntt's solution](#)

488.

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[p1ratntt's solution](#)

489.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, strings
[p1ratntt's solution](#)

490.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, graph matchings, implementation
[p1ratntt's solution](#)

491.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[p1ratntt's solution](#)

492.

101190G

[Game on Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[p1ratntt's solution](#)

493.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[p1ratntt's solution](#)

494.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[p1ratntt's solution](#)

495.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[p1ratntt's solution](#)

496.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[p1ratntt's solution](#)

497.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[p1ratttt's solution](#)

498.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[p1ratttt's solution](#)

499.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[p1ratttt's solution](#)

500.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[p1ratttt's solution](#)

501.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[p1ratttt's solution](#)

502.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[p1ratttt's solution](#)

503.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[p1ratttt's solution](#)

504.

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[p1ratttt's solution](#)

505.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[p1ratttt's solution](#)

506.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[p1ratttt's solution](#)

507.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p1ratttt's solution](#)

508.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p1ratttt's solution](#)

509.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p1ratttt's solution](#)

510.

104772D

[Divisibility Trick](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p1ratttt's solution](#)

511.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[p1ratttt's solution](#)

512.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p1ratttt's solution](#)

513.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p1ratttt's solution](#)

514.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p1ratttt's solution](#)

515.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p1ratttt's solution](#)

516.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p1ratttt's solution](#)

517.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p1ratttt's solution](#)

518.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p1ratttt's solution](#)

519.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[p1rathtt's solution](#)

520.

1952A

[Are You a Robot, Again? · Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[p1rathtt's solution](#)

521.

102896D

[Down We Dig · Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[p1rathtt's solution](#)

522.

102896G

[Geometrical Combinatorics · Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1rathtt's solution](#)

523.

102896L

[Lookup Performance · Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1rathtt's solution](#)

524.

102896C

[Color the Tree · Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[p1rathtt's solution](#)

525.

102896A

[Almost Balanced Tree · Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1rathtt's solution](#)

526.

102896M

[Miser · Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1rathtt's solution](#)

527.

102896E

[Easy Measurements · Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[p1rathtt's solution](#)

528.

102896K

[Kate's 2021 Celebration · Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1rathtt's solution](#)

529.

101630L

[Laminar Family · Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1rathtt's solution](#)

530.

101630C

[Connections · Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1ratttt's solution](#)

531.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1ratttt's solution](#)

532.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1ratttt's solution](#)

533.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1ratttt's solution](#)

534.

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1ratttt's solution](#)

535.

104020G

[Grinding Gravel](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[p1ratttt's solution](#)

536.

104020H

[House Numbering](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1ratttt's solution](#)

537.

104020D

[Dividing DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1ratttt's solution](#)

538.

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1ratttt's solution](#)

539.

104020K

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

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1ratttt's solution](#)

540.

104020C

[Crashing Competition Computer](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1ratttt's solution](#)

541.

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1ratttt's solution](#)

542.

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1ratttt's solution](#)

543.

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1ratttt's solution](#)

544.

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1ratttt's solution](#)

545.

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1ratttt's solution](#)

546.

102439B

[Varvara and matrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[p1ratttt's solution](#)

547.

102439G

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

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1ratttt's solution](#)

548.

102439A

[Four minutes until BSUIR Open](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1ratttt's solution](#)

549.

102439L

[The only winner](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · last AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[p1ratttt's solution](#)

550.

102439E

[Small business](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1ratttt's solution](#)

551.

102439K

[Innovations](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1ratttt's solution](#)

552.

102439H

[Nonfibonacci numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1ratntt's solution](#)

553.

102439F

[Prime or number](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[p1ratntt's solution](#)

554.

104150A

[AD>00@CäA Cö>CD>Ct@CT2C 5CÄKDP](#)

Rating: — · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[p1ratntt's solution](#)

555.

102558B

[AtU0@D`BD`9 Cα;DäG](#)

Rating: — · first AC: 2020-04-14 · Python 3 (first AC) · Tags: —

[p1ratntt's solution](#)

556.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-02 · PHP (first AC) · Tags: *special

[p1ratntt's solution](#)

557.

1319D

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

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[p1ratntt's solution](#)

558.

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[p1ratntt's solution](#)

559.

1319B

[Journey Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[p1ratntt's solution](#)

560.

1319A

[Contest for Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[p1ratntt's solution](#)

561.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[p1ratntt's solution](#)

562.

100766B

[A00Ä0D\\$=C,,:](#)

Rating: — · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

563.

100766A

[A 2D\\$>CÄ0D\\$8D!5D :C,,5 CD@D47DÄ0](#)

Rating: — · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

564.

1012927

[B 5000\\$KCR ?Cä;Dö](#)

Rating: — · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

565.

1012926

[A >0000, >C' ;C,,=CT9CÔKC' :Cä;C`OC"4CT@](#)

Rating: — · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

566.

1012925

[A 20\\$;6Ä0D\\$8Ct8D >C\\$0CÔ=Cä5 D4?D 0C\\$;CT=C,,5 CD>D BC 2C#>C•](#)

Rating: — · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

567.

102440C

[A + B = C · Tutorial](#)

Rating: — · first AC: 2020-01-09 · Python 3 (first AC) · Tags: —

[p1ratntt's solution](#)

568.

1012543

[B 0000TICT=C,,5 CD0CÔ=D`E](#)

Rating: — · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

569.

1012542

[A 0000C=CC`OD\\$>D](#)

Rating: — · first AC: 2019-01-21 · last AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

570.

1012541

[A 0000P4A](#)

Rating: — · first AC: 2019-01-21 · last AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

571.

1275B

[Code Review · Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: *special

[p1ratntt's solution](#)

572.

1275A

[B 1000\\$KCR' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: *special

[p1ratntt's solution](#)

573.

101636M

[A\\$D AD\\$0CÔ>C\\$;CT=C,,5 Cö>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2019-11-15 · last AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[p1ratntt's solution](#)

574.

101636F

[Aö00040T<C,,O 2](#)

Rating: — · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[p1ratntt's solution](#)

575.

101636E

[A4Dx0CDAC#0Dò >C'8CÄ?C,,0CD0](#)

Rating: — · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[p1ratntt's solution](#)

576.

101636J

[B-00t2G!5Dt5CÔ8CR A C#>CòLDò<C€](#)

Rating: — · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[p1ratntt's solution](#)

577.

101636D

[B >C\\$?C 4C ND"8CR <C :D 8CÄCCÄK](#)

Rating: — · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[p1ratntt's solution](#)

578.

101636C

[A#>CÔDC,,3D4@C FC,,>CÔ=D'9 DD0C";](#)

Rating: — · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[p1ratntt's solution](#)

579.

101636G

[Aö0C!a](#)

Rating: — · first AC: 2019-11-15 · Python 3 (first AC) · Tags: —

[p1ratntt's solution](#)

580.

101636L

[A@CÄAD\\$KCR AD4DDD8C#AD°](#)

Rating: — · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[p1ratntt's solution](#)

581.

101636A

[B\\$C0i8Ct<](#)

Rating: — · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[p1ratntt's solution](#)

582.

101636K

[B <Cq,HC =CÔ>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[p1ratntt's solution](#)

583.

100132D

[A5Dx0Cò>D 0CD:C€](#)

Rating: — · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[p1ratntt's solution](#)

584.

100132K

[ASDCÄ?C,,@D :C,,5 Dt8D ;C](#)

Rating: — · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[p1ratntt's solution](#)

585.

100132I

[AD;C,iaCÔKC' ?C,,BCä=](#)

Rating: — · first AC: 2019-11-14 · Python 3 (first AC) · Tags: —

[p1ratntt's solution](#)

586.

100132E

[A TOCT<C,,O AD6CT4C 5C](#)

Rating: — · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

587.

100132B

[BT0C&B,,GCTAC#0Dò ?CT@CTAD\\$0CÔ>C\\$:C](#)

Rating: — · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

588.

100132A

[B 50a;@ <CÔKC' IC,,B](#)

Rating: — · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

589.

100132G

[B\\$CÔ>D" :CäBCä2](#)

Rating: — · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

590.

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

591.

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

592.

102396G

[Weight Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

593.

102396F

[Metro 2345](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

594.

102396E

[Unique Solution](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

595.

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

596.

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

597.

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

598.

100044I

[A5CÄ0CÔ4CÔ0Dò >C`8CÄ?C,,0CD0](#)

Rating: — · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

599.

100044H

[B#OCrial](#)

Rating: — · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

600.

100044K

[A5D>C`5C\\$AC#0Dò 4C,,=C AD\\$8Dò](#)

Rating: — · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

601.

100044G

[A#OCò>D](#)

Rating: — · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

602.

100044F

[AÄ0040Ct8CÐ](#)

Rating: — · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

603.

100044A

[AÖD0;1Cä;DÄHC,,9 Cä1D`8C' 4CT;C,,BCT;DÀ](#)

Rating: — · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

604.

100044D

[A4>D#C,,=C,,FC](#)

Rating: — · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

605.

100043F

[AD5CÖL D >Cd4CT=C,,O](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

606.

100043C

[B U0;0,GCÔKCR GC,,AC`0](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

607.

100043B

[A5CÖ4CT@](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

608.

100043G

[A45C0aC ACa 2D 5CÄ5CÔ5CÀ](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

609.

100043D

[A,3D0a](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

610.

100043A

[A @C,;D CÄ5D\\$8D;5D :C O Cö@Cä3D 5D AC,,O](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

611.

100043J

[B KD;D AC=8C' IC,,B](#)

Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

612.

100086C

[C · Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

613.

100086B

[B · Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

614.

100086A

[Permutations · Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

615.

102137I

[A=2D@D\\$8D C C, 4C GD2 2 Cö@C,,4C GDO](#)

Rating: — · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

616.

102137H

[AÄ>C,äCä<CT@C](#)

Rating: — · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[p1ratntt's solution](#)

617.

102137D

[AD>C@Cä ?Cä6C ;Cä2C BDÄ 2 A B4 B](#)

Rating: — · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

618.

102137J

[AöD\\$5D,,5D BC\\$8Dò C =C€](#)

Rating: — · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

619.

102137G

[A=BCä?Cä1CT4C,,B?](#)

Rating: — · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

620.

102137B

[B43040! 9 Dt8D ;Cä](#)

Rating: — · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

621.

102137C

[AD>CÄD,,=CT5 Ct0CD0CÔ8CP](#)

Rating: — · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

622.

1008826

[A48065 D HC HC#8](#)

Rating: — · first AC: 2019-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

623.

1008827

[A,,LDS5 D =D´5 Dt8D ;C](#)

Rating: — · first AC: 2019-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

624.

1008825

[B\\$0Cä AD´=C](#)

Rating: — · first AC: 2019-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

625.

1008813

[B BD 00 Ô=D´5 D BD >C#8](#)

Rating: — · first AC: 2019-08-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

626.

1008812

[A=DräC,,GCTAC#>CR ?CäACT;CT=C,,5](#)

Rating: — · first AC: 2019-08-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

627.

1008811

[A@Cä7D°](#)

Rating: — · first AC: 2019-08-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

628.

102203H

[A`T;0r1Cä@C BCä@C,,8](#)

Rating: — · first AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

629.

102203B

[B @CäGCÔ>CR ACä>C ICT=C,,5](#)

Rating: — · first AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratttt's solution](#)

630.

102203A

[AD>C@i@ ?Cä6C ;Cä2C BDÂ =C \\$C`>D 8CÔ!](#)

Rating: — · first AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratttt's solution](#)

631.

102163A

[Hasan the lazy judge](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-24 · last AC: 2019-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratttt's solution](#)

632.

102163B

[Let me sleep](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratttt's solution](#)

633.

102163E

[Adnan and the Burned drivers](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratttt's solution](#)

634.

102163J

[Bashar and daylight saving time](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratttt's solution](#)

635.

102163M

[NCD Salary](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratttt's solution](#)

636.

102163C

[Hasan and his lazy students](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratttt's solution](#)

637.

102163K

[Masaoud LOVES PIZZAS](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratttt's solution](#)

638.

102163L

[Chemistry Exam](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratttt's solution](#)

639.

102163H

[Mr. Hamra and his quantum particles](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratttt's solution](#)

640.

102163D

[Football Cup](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

641.

102163F

[Research projects](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

642.

102163G

[Ali and the Breakfast](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

643.

100145F

[Aö5D02@ O Dd8DD@C AD\\$5C65CÔ8](#)

Rating: — · first AC: 2019-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

644.

100145A

[Aö>C00D@:C : 8 CÄ0D BC](#)

Rating: — · first AC: 2019-06-02 · PyPy 3 (first AC) · Tags: —

[p1ratntt's solution](#)

645.

102168C

[B Fcä1CäGC#8](#)

Rating: — · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

646.

102168I

[A#>C0BCTAD\\$K](#)

Rating: — · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

647.

102168M

[A\\$K0öCC#;C O Cä1Cä;CäGC#0](#)

Rating: — · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

648.

102168L

[Aö5D15C\\$>D >D\\$K](#)

Rating: — · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

649.

102168J

[A.,3D0i@ ?CT@CTAD\\$0CÔ>C\\$:Cä9](#)

Rating: — · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

650.

102168H

[B 0D0D\\$>C\\$AC#0Dò 4C.,;CT<CÄ0](#)

Rating: — · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

651.

102168D

[A-50ros@D=Cä3Cä AC,,<C\\$>C`0](#)

Rating: — · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

652.

102168B

[B40\\$>CT=C,,O](#)

Rating: — · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

653.

102168A

[B @CT4CÔ5CR 0D 8DD<CTBC,,GCTACα>CP](#)

Rating: — · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

654.

1003541

[POBEDA-2014 · Tutorial](#)

Rating: — · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

655.

100460J

[Shards of the Past · Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

656.

100041C

[BÔCt1aD\\$@Cä=CÔKCR GC AD°](#)

Rating: — · first AC: 2018-11-26 · Python 3 (first AC) · Tags: —

[p1ratntt's solution](#)

657.

100041F

[BôTôsi0α> CäB Dô1C´>CÔ8](#)

Rating: — · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

658.

100041G

[A5CÔBD >C´LCÔKC´ 1C´>C](#)

Rating: — · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

659.

100041H

[A5Crial](#)

Rating: — · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

660.

1017133

[A8DD8](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

661.

1017147

[A5CäACäBC DCT9CT@C\\$5D :C](#)

Rating: — · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

662.

1017146

[B BC@C O Cα=C,,3C](#)

Rating: — · first AC: 2018-01-30 · last AC: 2018-11-20 · GNU C++11 (first AC) · Tags: —

[p1ratntt's solution](#)

663.

1017145

[B4@0T=C,,5 D:8D 5C°](#)

Rating: — · first AC: 2018-01-29 · last AC: 2018-11-20 · GNU C++11 (first AC) · Tags: —

[p1ratntt's solution](#)

664.

1017132

[A#204D 0D\\$K C, :D41D°](#)

Rating: — · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

665.

1017131

[B4D4GD,,5CÔ8CR CD ?CT2C 5CÄ>D BC€](#)

Rating: — · first AC: 2018-05-10 · last AC: 2018-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[p1ratntt's solution](#)

666.

101979F

[B4@02CÔ5CÔ8Dò <C BCT<C BC,,GCTAC#>C' <C 3C,,8](#)

Rating: — · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

667.

101979C

[A#E D46DÔBC, ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

668.

101967E

[B 70ä6GÔKCR 7C 4C GC€](#)

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

669.

100637J

[Superfactorial numeral system · Tutorial](#)

Rating: — · first AC: 2018-11-08 · last AC: 2018-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

670.

101789B

[A: 70@D²Ô Cä<C 8](#)

Rating: — · first AC: 2018-09-19 · last AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

671.

101942B

[B 70 5C\\$=Cä2C =C,,O](#)

Rating: — · first AC: 2018-10-17 · last AC: 2018-10-17 · GNU C++11 (first AC) · Tags: —

[p1ratntt's solution](#)

672.

101942H

[A@Cä8D 0CÄ<C ?CT@CT4C G](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

673.

101942K

[B 70ä@D\\$8C\\$=C O DD>D <C](#)

Rating: — · first AC: 2018-10-17 · Python 3 (first AC) · Tags: —

[p1ratntt's solution](#)

674.

101942J

[B,UDT@C BCÔKC' AC'>CØ](#)

Rating: — · first AC: 2018-10-17 · Python 3 (first AC) · Tags: —

[p1ratntt's solution](#)

675.

101942A

[B4D@CÄKC' 2CT@C ;Dä4](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

676.

101942I

[A@C A\\$5D 8Ct0Dd8Dö](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

677.

100637F

[The Pool for Lucky Ones](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · Python 3 (first AC) · Tags: —

[p1ratntt's solution](#)

678.

100637G

[#TheDress](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · Python 3 (first AC) · Tags: —

[p1ratntt's solution](#)

679.

100694M

[The Fifth Season](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-26 · Python 3 (first AC) · Tags: —

[p1ratntt's solution](#)

680.

100694E

[SuperHyperMarket](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

681.

100694H

[Noisy Lecture](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-26 · Python 3 (first AC) · Tags: —

[p1ratntt's solution](#)

682.

100694G

[The Lost Graph](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

683.

101789H

[BTOD@C=>D =D'9 CÄ0D AC,,2](#)

Rating: — · first AC: 2018-09-19 · Python 3 (first AC) · Tags: —

[p1ratntt's solution](#)

684.

101789A

[A 70,68 9D,,5CR =CTGE BCÔ>CP](#)

Rating: — · first AC: 2018-09-19 · Python 3 (first AC) · Tags: —

[p1ratntt's solution](#)

685.

101641C

[A000aB >C#5D\\$K](#)

Rating: — · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

686.

101641D

[AÄ00#AC,,<D4< C, 1C,,BD°](#)

Rating: — · first AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

687.

101641L

[B\\$@00iBCäGC#8 A =D\\$8Cö>C\\$0](#)

Rating: — · first AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

688.

101641J

[A,,70Ä5CÔ5CÔ8CR 8CÄ5CÔ8](#)

Rating: — · first AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

689.

101641B

[A#20i4D 8D >C\\$0CÔ8CP](#)

Rating: — · first AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[p1ratntt's solution](#)

690.

101641A

[A#00@CäAD² > D\\$>Cd4CTAD\\$2CT=CÔ>D BC€](#)

Rating: — · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[p1ratntt's solution](#)