

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

<https://cfelitetracker.vercel.app>

Unique solved — patak

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

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

Filters: none

Count: 669

- 1.**
2217A
[The Equalizer](#) · [Tutorial](#)
Quality: 21,781 global accepts · Rating: 800 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[patak's solution](#)
- 2.**
2210A
[A Simple Sequence](#) · [Tutorial](#)
Quality: 22,241 global accepts · Rating: 800 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[patak's solution](#)
- 3.**
2211A
[Antimedean Deletion](#) · [Tutorial](#)
Quality: 16,076 global accepts · Rating: 800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[patak's solution](#)
- 4.**
2209A
[Flip Flops](#) · [Tutorial](#)
Quality: 21,505 global accepts · Rating: 800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[patak's solution](#)
- 5.**
2208A
[Bingo Candies](#) · [Tutorial](#)
Quality: 20,229 global accepts · Rating: 800 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[patak's solution](#)
- 6.**
2207A
[1-1](#) · [Tutorial](#)
Quality: 13,684 global accepts · Rating: 800 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[patak's solution](#)
- 7.**
2043A
[Coin Transformation](#) · [Tutorial](#)
Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[patak's solution](#)
- 8.**
2049A
[MEX Destruction](#) · [Tutorial](#)
Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[patak's solution](#)
- 9.**
2040A
[Game of Division](#) · [Tutorial](#)
Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[patak's solution](#)

10.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[patak's solution](#)

11.

2037B

[Intercepted Inputs](#) · [Tutorial](#)

Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[patak's solution](#)

12.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,697 global accepts · Rating: 800 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[patak's solution](#)

13.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,948 global accepts · Rating: 800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[patak's solution](#)

14.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[patak's solution](#)

15.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[patak's solution](#)

16.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[patak's solution](#)

17.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,594 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[patak's solution](#)

18.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[patak's solution](#)

19.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: greedy

[patak's solution](#)

20.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[patak's solution](#)

21.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: math

[patak's solution](#)

22.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: greedy

[patak's solution](#)

23.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[patak's solution](#)

24.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-23 · GNU C++11 (first AC) · Tags: implementation, strings

[patak's solution](#)

25.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: implementation

[patak's solution](#)

26.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[patak's solution](#)

27.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[patak's solution](#)

28.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[patak's solution](#)

29.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: implementation

[patak's solution](#)

30.

1097A

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

Quality: 43,809 global accepts · Rating: 800 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[patak's solution](#)

31.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[patak's solution](#)

32.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[patak's solution](#)

33.

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-05 · last AC: 2018-12-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[patak's solution](#)

34.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 800 · first AC: 2018-11-23 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[patak's solution](#)

35.

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,137 global accepts · Rating: 800 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: implementation, math

[patak's solution](#)

36.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: implementation

[patak's solution](#)

37.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,992 global accepts · Rating: 800 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: implementation, strings

[patak's solution](#)

38.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,450 global accepts · Rating: 800 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: implementation, strings

[patak's solution](#)

39.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,536 global accepts · Rating: 800 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: implementation, strings

[patak's solution](#)

40.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[patak's solution](#)

41.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,267 global accepts · Rating: 800 · first AC: 2016-12-18 · last AC: 2018-10-16 · Python 3 (first AC) · Tags: strings

[patak's solution](#)

42.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, greedy,

implementation, strings

[patak's solution](#)

43.

155A

[I love \%username%\% · Tutorial](#)

Quality: 93,666 global accepts · Rating: 800 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: brute force

[patak's solution](#)

44.

509A

[Maximum in Table · Tutorial](#)

Quality: 44,128 global accepts · Rating: 800 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: brute force, implementation

[patak's solution](#)

45.

214A

[System of Equations · Tutorial](#)

Quality: 42,921 global accepts · Rating: 800 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: brute force

[patak's solution](#)

46.

551A

[GukiZ and Contest · Tutorial](#)

Quality: 17,860 global accepts · Rating: 800 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[patak's solution](#)

47.

14A

[Letter · Tutorial](#)

Quality: 12,397 global accepts · Rating: 800 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: implementation

[patak's solution](#)

48.

443A

[Anton and Letters · Tutorial](#)

Quality: 112,063 global accepts · Rating: 800 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[patak's solution](#)

49.

233A

[Perfect Permutation · Tutorial](#)

Quality: 49,151 global accepts · Rating: 800 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: implementation, math

[patak's solution](#)

50.

12A

[Super Agent · Tutorial](#)

Quality: 15,428 global accepts · Rating: 800 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: implementation

[patak's solution](#)

51.

16A

[Flag · Tutorial](#)

Quality: 17,253 global accepts · Rating: 800 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: implementation

[patak's solution](#)

52.

9A

[Die Roll · Tutorial](#)

Quality: 69,675 global accepts · Rating: 800 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: math, probabilities

[patak's solution](#)

53.

228A

[Is your horseshoe on the other hoof? · Tutorial](#)

Quality: 139,813 global accepts · Rating: 800 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: implementation

[patak's solution](#)

54.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,531 global accepts · Rating: 800 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: implementation, math

[patak's solution](#)

55.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,211 global accepts · Rating: 800 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: implementation

[patak's solution](#)

56.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,481 global accepts · Rating: 800 · first AC: 2018-08-15 · GNU C++11 (first AC) · Tags: *special, implementation

[patak's solution](#)

57.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,317 global accepts · Rating: 800 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: implementation, sortings

[patak's solution](#)

58.

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 800 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: implementation

[patak's solution](#)

59.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: sortings

[patak's solution](#)

60.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,668 global accepts · Rating: 800 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: games, math

[patak's solution](#)

61.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,159 global accepts · Rating: 800 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: greedy

[patak's solution](#)

62.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[patak's solution](#)

63.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: implementation, sortings

[patak's solution](#)

64.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,234 global accepts · Rating: 800 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[patak's solution](#)

65.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms

[patak's solution](#)

66.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,242 global accepts · Rating: 800 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[patak's solution](#)

67.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[patak's solution](#)

68.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,097 global accepts · Rating: 800 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[patak's solution](#)

69.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,438 global accepts · Rating: 800 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: implementation

[patak's solution](#)

70.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[patak's solution](#)

71.

59A

[Word](#) · [Tutorial](#)

Quality: 227,933 global accepts · Rating: 800 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: implementation, strings

[patak's solution](#)

72.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,877 global accepts · Rating: 800 · first AC: 2017-06-09 · Python 3 (first AC) · Tags: brute force, math

[patak's solution](#)

73.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,358 global accepts · Rating: 800 · first AC: 2017-01-14 · Python 3 (first AC) · Tags: greedy, implementation, sortings, strings

[patak's solution](#)

74.

112A

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

Quality: 287,263 global accepts · Rating: 800 · first AC: 2017-01-14 · Python 3 (first AC) · Tags: implementation, strings

[patak's solution](#)

75.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,298 global accepts · Rating: 800 · first AC: 2017-01-14 · Python 3 (first AC) · Tags: implementation

[patak's solution](#)

76.

231A

[Team](#) · [Tutorial](#)

Quality: 430,276 global accepts · Rating: 800 · first AC: 2017-01-14 · Python 3 (first AC) · Tags: brute force, greedy

[patak's solution](#)

77.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,731 global accepts · Rating: 800 · first AC: 2017-01-14 · Python 3 (first AC) · Tags: greedy, math

[patak's solution](#)

78.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,549 global accepts · Rating: 900 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[patak's solution](#)

79.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,386 global accepts · Rating: 900 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[patak's solution](#)

80.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,785 global accepts · Rating: 900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[patak's solution](#)

81.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,307 global accepts · Rating: 900 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[patak's solution](#)

82.

2026A

[Perpendicular Segments](#) · [Tutorial](#)

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[patak's solution](#)

83.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[patak's solution](#)

84.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[patak's solution](#)

85.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,766 global accepts · Rating: 900 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: implementation, math

[patak's solution](#)

86.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[patak's solution](#)

87.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[patak's solution](#)

88.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings
[patak's solution](#)

89.

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: greedy, strings
[patak's solution](#)

90.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: —
[patak's solution](#)

91.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: graphs
[patak's solution](#)

92.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,065 global accepts · Rating: 900 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: strings
[patak's solution](#)

93.

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[patak's solution](#)

94.

11A

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

Quality: 15,495 global accepts · Rating: 900 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[patak's solution](#)

95.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 900 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: brute force, geometry
[patak's solution](#)

96.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: implementation
[patak's solution](#)

97.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: implementation, math

[patak's solution](#)

98.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: implementation

[patak's solution](#)

99.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,319 global accepts · Rating: 900 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[patak's solution](#)

100.

935B

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

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: implementation

[patak's solution](#)

101.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 900 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: implementation, strings

[patak's solution](#)

102.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: greedy, implementation

[patak's solution](#)

103.

96A

[Football](#) · [Tutorial](#)

Quality: 193,653 global accepts · Rating: 900 · first AC: 2017-06-09 · Python 3 (first AC) · Tags: implementation, strings

[patak's solution](#)

104.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,058 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[patak's solution](#)

105.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[patak's solution](#)

106.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[patak's solution](#)

107.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[patak's solution](#)

108.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[patak's solution](#)

109.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: greedy, math

[patak's solution](#)

110.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,577 global accepts · Rating: 1000 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dp, math

[patak's solution](#)

111.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[patak's solution](#)

112.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,392 global accepts · Rating: 1000 · first AC: 2019-03-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[patak's solution](#)

113.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: implementation

[patak's solution](#)

114.

1136B

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

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[patak's solution](#)

115.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[patak's solution](#)

116.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[patak's solution](#)

117.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: math, number theory

[patak's solution](#)

118.

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: brute force, implementation

[patak's solution](#)

119.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-05 · GNU C++11 (first AC) · Tags: implementation, sortings
[patak's solution](#)

120.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: implementation, math
[patak's solution](#)

121.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: implementation, strings
[patak's solution](#)

122.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: implementation
[patak's solution](#)

123.

560A

[Currency System in Geraldion](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: implementation, sortings
[patak's solution](#)

124.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,690 global accepts · Rating: 1000 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: sortings
[patak's solution](#)

125.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[patak's solution](#)

126.

385A

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

Quality: 17,325 global accepts · Rating: 1000 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[patak's solution](#)

127.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,994 global accepts · Rating: 1000 · first AC: 2017-09-01 · last AC: 2018-10-09 · GNU C++11 (first AC) · Tags: greedy, strings
[patak's solution](#)

128.

5A

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

Quality: 11,124 global accepts · Rating: 1000 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: implementation
[patak's solution](#)

129.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: implementation, math
[patak's solution](#)

130.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1000 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[patak's solution](#)

131.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: greedy
[patak's solution](#)

132.

3A

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

Quality: 22,145 global accepts · Rating: 1000 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: greedy, shortest paths
[patak's solution](#)

133.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,367 global accepts · Rating: 1000 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: implementation, math
[patak's solution](#)

134.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,228 global accepts · Rating: 1000 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: math
[patak's solution](#)

135.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: math
[patak's solution](#)

136.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: implementation
[patak's solution](#)

137.

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: —
[patak's solution](#)

138.

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: brute force
[patak's solution](#)

139.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,976 global accepts · Rating: 1000 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: implementation, strings
[patak's solution](#)

140.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,434 global accepts · Rating: 1000 · first AC: 2017-06-09 · Python 3 (first AC) · Tags: implementation, strings
[patak's solution](#)

141.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,631 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[patak's solution](#)

142.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,676 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[patak's solution](#)

143.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[patak's solution](#)

144.

1119A

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

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

[patak's solution](#)

145.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[patak's solution](#)

146.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[patak's solution](#)

147.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[patak's solution](#)

148.

1099B

[Squares and Segments](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[patak's solution](#)

149.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[patak's solution](#)

150.

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: brute force, implementation

[patak's solution](#)

151.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[patak's solution](#)

152.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,075 global accepts · Rating: 1100 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: brute force, dp

[patak's solution](#)

153.

505A

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

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[patak's solution](#)

154.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[patak's solution](#)

155.

467B

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

Quality: 42,853 global accepts · Rating: 1100 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[patak's solution](#)

156.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: brute force

[patak's solution](#)

157.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[patak's solution](#)

158.

987B

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

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: math

[patak's solution](#)

159.

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1100 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation

[patak's solution](#)

160.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-07 · GNU C++11 (first AC) · Tags: math, number theory

[patak's solution](#)

161.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,815 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[patak's solution](#)

162.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: dp, greedy

[patak's solution](#)

163.

1185B

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

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: implementation, strings

[patak's solution](#)

164.

1185C1

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

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

[patak's solution](#)

165.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: sortings

[patak's solution](#)

166.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: dp, greedy, math

[patak's solution](#)

167.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: implementation, strings

[patak's solution](#)

168.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[patak's solution](#)

169.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,847 global accepts · Rating: 1200 · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[patak's solution](#)

170.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[patak's solution](#)

171.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,424 global accepts · Rating: 1200 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[patak's solution](#)

172.

1097B

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

Quality: 35,958 global accepts · Rating: 1200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[patak's solution](#)

173.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy,

implementation

[patak's solution](#)

174.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: greedy, implementation

[patak's solution](#)

175.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: implementation, math

[patak's solution](#)

176.

1076B

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

Quality: 14,589 global accepts · Rating: 1200 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[patak's solution](#)

177.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: greedy, strings

[patak's solution](#)

178.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: implementation, sortings

[patak's solution](#)

179.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,030 global accepts · Rating: 1200 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: math, number theory

[patak's solution](#)

180.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings

[patak's solution](#)

181.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: sortings

[patak's solution](#)

182.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: brute force, implementation

[patak's solution](#)

183.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[patak's solution](#)

184.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry

[patak's solution](#)

185.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[patak's solution](#)

186.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2018-05-30 · last AC: 2018-05-30 · GNU C++11 (first AC) · Tags: math

[patak's solution](#)

187.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,345 global accepts · Rating: 1200 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

[patak's solution](#)

188.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: dsu, greedy, implementation

[patak's solution](#)

189.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[patak's solution](#)

190.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: implementation

[patak's solution](#)

191.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[patak's solution](#)

192.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: implementation

[patak's solution](#)

193.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,637 global accepts · Rating: 1200 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: greedy

[patak's solution](#)

194.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: greedy, implementation

[patak's solution](#)

195.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[patak's solution](#)

196.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[patak's solution](#)

197.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,111 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[patak's solution](#)

198.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,101 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[patak's solution](#)

199.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[patak's solution](#)

200.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,747 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[patak's solution](#)

201.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[patak's solution](#)

202.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[patak's solution](#)

203.

1182B

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

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, strings

[patak's solution](#)

204.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[patak's solution](#)

205.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings

[patak's solution](#)

206.

1113B

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

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[patak's solution](#)

207.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[patak's solution](#)

208.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[patak's solution](#)

209.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: implementation

[patak's solution](#)

210.

234C

[Weather](#) · [Tutorial](#)

Quality: 5,948 global accepts · Rating: 1300 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: dp, implementation

[patak's solution](#)

211.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,308 global accepts · Rating: 1300 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[patak's solution](#)

212.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · last AC: 2018-11-12 · GNU C++11 (first AC) · Tags: binary search, math

[patak's solution](#)

213.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: dsu, implementation

[patak's solution](#)

214.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: brute force

[patak's solution](#)

215.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[patak's solution](#)

216.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[patak's solution](#)

217.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[patak's solution](#)

218.

519C

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

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[patak's solution](#)

219.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[patak's solution](#)

220.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: implementation

[patak's solution](#)

221.

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-27 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[patak's solution](#)

222.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2018-03-26 · GNU C++11 (first AC) · Tags: implementation

[patak's solution](#)

223.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: greedy, strings

[patak's solution](#)

224.

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar

[patak's solution](#)

225.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: brute force

[patak's solution](#)

226.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[patak's solution](#)

227.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math
[patak's solution](#)

228.

890C

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

Rating: 1300 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: greedy, implementation, trees
[patak's solution](#)

229.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,344 global accepts · Rating: 1300 · first AC: 2017-10-31 · GNU C++11 (first AC) · Tags: binary search, combinatorics, two pointers
[patak's solution](#)

230.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,168 global accepts · Rating: 1300 · first AC: 2017-10-31 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers
[patak's solution](#)

231.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,872 global accepts · Rating: 1300 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: implementation, sortings
[patak's solution](#)

232.

459B

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

Quality: 47,491 global accepts · Rating: 1300 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: combinatorics, implementation, sortings
[patak's solution](#)

233.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive
[patak's solution](#)

234.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[patak's solution](#)

235.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,290 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[patak's solution](#)

236.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[patak's solution](#)

237.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1400 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: data structures, implementation
[patak's solution](#)

238.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: math, number theory

[patak's solution](#)

239.

1167C

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

Quality: 26,006 global accepts · Rating: 1400 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[patak's solution](#)

240.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 1400 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, interactive, math

[patak's solution](#)

241.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,594 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[patak's solution](#)

242.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[patak's solution](#)

243.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[patak's solution](#)

244.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: math, number theory

[patak's solution](#)

245.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,185 global accepts · Rating: 1400 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[patak's solution](#)

246.

1088C

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

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[patak's solution](#)

247.

1057B

[DDoS](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1400 · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: *special, brute force

[patak's solution](#)

248.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-23 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[patak's solution](#)

249.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: math

[patak's solution](#)

250.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: greedy, sortings

[patak's solution](#)

251.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: dp

[patak's solution](#)

252.

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: brute force, combinatorics, implementation

[patak's solution](#)

253.

505B

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

Quality: 14,981 global accepts · Rating: 1400 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs

[patak's solution](#)

254.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: geometry, math

[patak's solution](#)

255.

489C

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

Quality: 51,682 global accepts · Rating: 1400 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[patak's solution](#)

256.

44E

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

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2018-06-03 · GNU C++11 (first AC) · Tags: dp

[patak's solution](#)

257.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,060 global accepts · Rating: 1400 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[patak's solution](#)

258.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[patak's solution](#)

259.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[patak's solution](#)

260.

920C

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

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

[patak's solution](#)

261.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: shortest paths

[patak's solution](#)

262.

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: implementation

[patak's solution](#)

263.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,185 global accepts · Rating: 1400 · first AC: 2017-12-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[patak's solution](#)

264.

277A

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

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2017-12-04 · GNU C++11 (first AC) · Tags: dfs and similar, dsu

[patak's solution](#)

265.

445B

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

Quality: 14,762 global accepts · Rating: 1400 · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy

[patak's solution](#)

266.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[patak's solution](#)

267.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,630 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[patak's solution](#)

268.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[patak's solution](#)

269.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[patak's solution](#)

270.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1500 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[patak's solution](#)

271.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[patak's solution](#)

272.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[patak's solution](#)

273.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,659 global accepts · Rating: 1500 · first AC: 2019-03-23 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees
[patak's solution](#)

274.

1136C

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

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[patak's solution](#)

275.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[patak's solution](#)

276.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[patak's solution](#)

277.

1106D

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

Quality: 19,657 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths
[patak's solution](#)

278.

1106B

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

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[patak's solution](#)

279.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,859 global accepts · Rating: 1500 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[patak's solution](#)

280.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[patak's solution](#)

281.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[patak's solution](#)

282.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[patak's solution](#)

283.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,662 global accepts · Rating: 1500 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation
[patak's solution](#)

284.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: math
[patak's solution](#)

285.

1062B

[Math](#) · [Tutorial](#)

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

286.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[patak's solution](#)

287.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: brute force, implementation
[patak's solution](#)

288.

460B

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

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory
[patak's solution](#)

289.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: geometry, implementation, math
[patak's solution](#)

290.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,155 global accepts · Rating: 1500 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[patak's solution](#)

291.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[patak's solution](#)

292.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,647 global accepts · Rating: 1500 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[patak's solution](#)

293.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 1500 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: hashing, implementation

[patak's solution](#)

294.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2018-05-05 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory

[patak's solution](#)

295.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[patak's solution](#)

296.

931D

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

Rating: 1500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[patak's solution](#)

297.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,618 global accepts · Rating: 1500 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, shortest paths

[patak's solution](#)

298.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[patak's solution](#)

299.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,465 global accepts · Rating: 1500 · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[patak's solution](#)

300.

340D

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

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[patak's solution](#)

301.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: data structures, dp, implementation

[patak's solution](#)

302.

760B

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

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: binary search, greedy

[patak's solution](#)

303.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,831 global accepts · Rating: 1500 · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[patak's solution](#)

304.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,978 global accepts · Rating: 1500 · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: dp

[patak's solution](#)

305.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[patak's solution](#)

306.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,810 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[patak's solution](#)

307.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[patak's solution](#)

308.

2040C

[Ordered Permutations](#) · [Tutorial](#)

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[patak's solution](#)

309.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[patak's solution](#)

310.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, interactive, two pointers

[patak's solution](#)

311.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,982 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[patak's solution](#)

312.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[patak's solution](#)

313.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy
[patak's solution](#)

314.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: data structures, expression parsing, implementation
[patak's solution](#)

315.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers
[patak's solution](#)

316.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings
[patak's solution](#)

317.

1113C

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

Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[patak's solution](#)

318.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, trees
[patak's solution](#)

319.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: greedy, implementation
[patak's solution](#)

320.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: dp, graphs
[patak's solution](#)

321.

1082C

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

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: greedy, sortings
[patak's solution](#)

322.

1082B

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

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: greedy
[patak's solution](#)

323.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[patak's solution](#)

324.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,664 global accepts · Rating: 1600 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: geometry, implementation
[patak's solution](#)

325.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[patak's solution](#)

326.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation
[patak's solution](#)

327.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,316 global accepts · Rating: 1600 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: implementation, math
[patak's solution](#)

328.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: math, number theory
[patak's solution](#)

329.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: math
[patak's solution](#)

330.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-12 · GNU C++11 (first AC) · Tags: data structures, implementation
[patak's solution](#)

331.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-19 · last AC: 2018-02-19 · Python 3 (first AC) · Tags: geometry
[patak's solution](#)

332.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms
[patak's solution](#)

333.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: brute force, number theory
[patak's solution](#)

334.

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: bitmasks, implementation, strings

[patak's solution](#)

335.

785C

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

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: binary search, math

[patak's solution](#)

336.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2017-10-09 · GNU C++11 (first AC) · Tags: dp

[patak's solution](#)

337.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: dp, strings

[patak's solution](#)

338.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[patak's solution](#)

339.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[patak's solution](#)

340.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[patak's solution](#)

341.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[patak's solution](#)

342.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[patak's solution](#)

343.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: implementation, math

[patak's solution](#)

344.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[patak's solution](#)

345.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[patak's solution](#)

346.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[patak's solution](#)

347.

1168A

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

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: binary search, greedy

[patak's solution](#)

348.

1129A1

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

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[patak's solution](#)

349.

1114C

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

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[patak's solution](#)

350.

1111B

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

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[patak's solution](#)

351.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[patak's solution](#)

352.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[patak's solution](#)

353.

1086B

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

Rating: 1700 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: greedy, implementation, trees

[patak's solution](#)

354.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: dp, matrices

[patak's solution](#)

355.

163A

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

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: dp

[patak's solution](#)

356.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,478 global accepts · Rating: 1700 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: dp

[patak's solution](#)

357.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: constructive algorithms

[patak's solution](#)

358.

1061C

[Multiplicity](#) · [Tutorial](#)

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

[patak's solution](#)

359.

1075C

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · last AC: 2018-11-11 · GNU C++11 (first AC) · Tags: two pointers

[patak's solution](#)

360.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy

[patak's solution](#)

361.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1700 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[patak's solution](#)

362.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,890 global accepts · Rating: 1700 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[patak's solution](#)

363.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: games, greedy, implementation, math

[patak's solution](#)

364.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[patak's solution](#)

365.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[patak's solution](#)

366.

507C

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

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: implementation, math, trees

[patak's solution](#)

367.

984C

[Finite or not?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[patak's solution](#)

368.

948B

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[patak's solution](#)

369.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: implementation, math

[patak's solution](#)

370.

937C

[Save Energy!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: math

[patak's solution](#)

371.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2017-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[patak's solution](#)

372.

567C

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

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2017-11-16 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[patak's solution](#)

373.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2017-10-31 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[patak's solution](#)

374.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: dp

[patak's solution](#)

375.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,678 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

[patak's solution](#)

376.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,322 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[patak's solution](#)

377.

2208D1

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

Quality: 4,202 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[patak's solution](#)

378.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[patak's solution](#)

379.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory

[patak's solution](#)

380.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[patak's solution](#)

381.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[patak's solution](#)

382.

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: greedy, sortings

[patak's solution](#)

383.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, sortings

[patak's solution](#)

384.

1136D

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

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: greedy

[patak's solution](#)

385.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[patak's solution](#)

386.

1113D

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

Rating: 1800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[patak's solution](#)

387.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · last AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory

[patak's solution](#)

388.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: data structures, implementation

[patak's solution](#)

389.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: dp, greedy

[patak's solution](#)

390.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths, sortings

[patak's solution](#)

391.

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: dp, trees

[patak's solution](#)

392.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2018-11-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[patak's solution](#)

393.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[patak's solution](#)

394.

1062D

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

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, math

[patak's solution](#)

395.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 1800 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[patak's solution](#)

396.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: binary search, two pointers

[patak's solution](#)

397.

1068E

[Multihedgehog](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths, trees

[patak's solution](#)

398.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[patak's solution](#)

399.

641C

[Little Artem and Dance](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[patak's solution](#)

400.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, strings

[patak's solution](#)

401.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[patak's solution](#)

402.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 1800 · first AC: 2018-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[patak's solution](#)

403.

987E

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

Rating: 1800 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: math

[patak's solution](#)

404.

984D

[XOR-pyramid](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: dp

[patak's solution](#)

405.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,875 global accepts · Rating: 1800 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: bitmasks, dp

[patak's solution](#)

406.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: dp

[patak's solution](#)

407.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: binary search, greedy

[patak's solution](#)

408.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,339 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[patak's solution](#)

409.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math

[patak's solution](#)

410.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[patak's solution](#)

411.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[patak's solution](#)

412.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, implementation

[patak's solution](#)

413.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,066 global accepts · Rating: 1900 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[patak's solution](#)

414.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[patak's solution](#)

415.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[patak's solution](#)

416.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[patak's solution](#)

417.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[patak's solution](#)

418.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: dp, sortings

[patak's solution](#)

419.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: combinatorics, dp
[patak's solution](#)

420.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: 1900 · first AC: 2018-12-17 · GNU C++11 (first AC) · Tags: dp, matrices
[patak's solution](#)

421.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · last AC: 2018-12-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[patak's solution](#)

422.

535D

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

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures, strings
[patak's solution](#)

423.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: math
[patak's solution](#)

424.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: data structures, dsu
[patak's solution](#)

425.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2018-11-18 · last AC: 2018-11-18 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[patak's solution](#)

426.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-12 · last AC: 2018-11-12 · GNU C++11 (first AC) · Tags: data structures, trees
[patak's solution](#)

427.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: math, number theory
[patak's solution](#)

428.

1075D

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: dfs and similar, interactive, trees
[patak's solution](#)

429.

1068D

[Array Without Local Maximums](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-27 · GNU C++11 (first AC) · Tags: dp

[patak's solution](#)

430.

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2018-10-23 · GNU C++11 (first AC) · Tags: data structures

[patak's solution](#)

431.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[patak's solution](#)

432.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[patak's solution](#)

433.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[patak's solution](#)

434.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2018-06-19 · GNU C++11 (first AC) · Tags: bitmasks, dp, probabilities

[patak's solution](#)

435.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[patak's solution](#)

436.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[patak's solution](#)

437.

935D

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

Quality: 2,812 global accepts · Rating: 1900 · first AC: 2018-02-20 · GNU C++11 (first AC) · Tags: math, probabilities

[patak's solution](#)

438.

110E

[Lucky Tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, trees

[patak's solution](#)

439.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 1900 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures

[patak's solution](#)

440.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,792 global accepts · Rating: 1900 · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy
[patak's solution](#)

441.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2017-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings
[patak's solution](#)

442.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings
[patak's solution](#)

443.

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search
[patak's solution](#)

444.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,364 global accepts · Rating: 2000 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings
[patak's solution](#)

445.

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: brute force, implementation
[patak's solution](#)

446.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: bitmasks, dp
[patak's solution](#)

447.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[patak's solution](#)

448.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[patak's solution](#)

449.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: dp
[patak's solution](#)

450.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: dp

[patak's solution](#)

451.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2018-12-17 · last AC: 2018-12-17 · GNU C++11 (first AC) · Tags: dp, matrices

[patak's solution](#)

452.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2018-12-13 · GNU C++11 (first AC) · Tags: data structures

[patak's solution](#)

453.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: dp, strings

[patak's solution](#)

454.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: dp, strings

[patak's solution](#)

455.

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-05 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[patak's solution](#)

456.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[patak's solution](#)

457.

1061D

[TV Shows](#) · [Tutorial](#)

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

[patak's solution](#)

458.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy

[patak's solution](#)

459.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[patak's solution](#)

460.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[patak's solution](#)

461.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[patak's solution](#)

462.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: dp

[patak's solution](#)

463.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[patak's solution](#)

464.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: dfs and similar

[patak's solution](#)

465.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[patak's solution](#)

466.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[patak's solution](#)

467.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[patak's solution](#)

468.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[patak's solution](#)

469.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[patak's solution](#)

470.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: brute force, dp

[patak's solution](#)

471.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings, trees

[patak's solution](#)

472.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[patak's solution](#)

473.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[patak's solution](#)

474.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[patak's solution](#)

475.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[patak's solution](#)

476.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[patak's solution](#)

477.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[patak's solution](#)

478.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-15 · last AC: 2019-05-15 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[patak's solution](#)

479.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[patak's solution](#)

480.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[patak's solution](#)

481.

1108E2

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

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[patak's solution](#)

482.

45H

[Road Problem](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 2100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: graphs
[patak's solution](#)

483.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2019-01-06 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, hashing, sortings
[patak's solution](#)

484.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
[patak's solution](#)

485.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2018-12-20 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, matrices, number theory
[patak's solution](#)

486.

766E

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

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2018-12-20 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees
[patak's solution](#)

487.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[patak's solution](#)

488.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings
[patak's solution](#)

489.

1003E

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

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[patak's solution](#)

490.

260D

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

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees
[patak's solution](#)

491.

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, strings

[patak's solution](#)

492.

485D

[Maximum Value](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: binary search, sortings

[patak's solution](#)

493.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2018-11-20 · GNU C++11 (first AC) · Tags: dfs and similar, number theory, trees

[patak's solution](#)

494.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[patak's solution](#)

495.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[patak's solution](#)

496.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[patak's solution](#)

497.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,108 global accepts · Rating: 2100 · first AC: 2018-06-19 · GNU C++11 (first AC) · Tags: data structures, graphs

[patak's solution](#)

498.

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-06-03 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[patak's solution](#)

499.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: combinatorics, dp

[patak's solution](#)

500.

215E

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

Quality: 672 global accepts · Rating: 2100 · first AC: 2018-05-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[patak's solution](#)

501.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[patak's solution](#)

502.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2018-02-07 · last AC: 2018-02-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[patak's solution](#)

503.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[patak's solution](#)

504.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[patak's solution](#)

505.

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: binary search, math

[patak's solution](#)

506.

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 2200 · first AC: 2026-03-14 · last AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[patak's solution](#)

507.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[patak's solution](#)

508.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[patak's solution](#)

509.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[patak's solution](#)

510.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[patak's solution](#)

511.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[patak's solution](#)

512.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem,

constructive algorithms, interactive, math

[patak's solution](#)

513.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[patak's solution](#)

514.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[patak's solution](#)

515.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[patak's solution](#)

516.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[patak's solution](#)

517.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[patak's solution](#)

518.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2019-01-06 · GNU C++11 (first AC) · Tags: graphs, math

[patak's solution](#)

519.

505D

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

Quality: 2,930 global accepts · Rating: 2200 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: dfs and similar

[patak's solution](#)

520.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[patak's solution](#)

521.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2018-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[patak's solution](#)

522.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[patak's solution](#)

523.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2018-12-13 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, graphs

[patak's solution](#)

524.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: hashing, strings

[patak's solution](#)

525.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,115 global accepts · Rating: 2200 · first AC: 2018-12-05 · GNU C++11 (first AC) · Tags: binary search, data structures

[patak's solution](#)

526.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: dp

[patak's solution](#)

527.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2018-11-29 · last AC: 2018-11-29 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[patak's solution](#)

528.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[patak's solution](#)

529.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: data structures

[patak's solution](#)

530.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[patak's solution](#)

531.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs

[patak's solution](#)

532.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[patak's solution](#)

533.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2018-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory

[patak's solution](#)

534.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[patak's solution](#)

535.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,897 global accepts · Rating: 2200 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[patak's solution](#)

536.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2017-12-14 · GNU C++11 (first AC) · Tags: data structures, math

[patak's solution](#)

537.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: binary search, greedy

[patak's solution](#)

538.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[patak's solution](#)

539.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[patak's solution](#)

540.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math, sortings

[patak's solution](#)

541.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[patak's solution](#)

542.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2019-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[patak's solution](#)

543.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2019-01-06 · last AC: 2019-01-06 · GNU C++11 (first AC) · Tags: dp

[patak's solution](#)

544.

42D

[Strange town](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 2300 · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[patak's solution](#)

545.

715B

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

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths
[patak's solution](#)

546.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: string suffix structures, strings
[patak's solution](#)

547.

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2018-11-29 · GNU C++11 (first AC) · Tags: data structures
[patak's solution](#)

548.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2018-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[patak's solution](#)

549.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,406 global accepts · Rating: 2300 · first AC: 2018-11-20 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees
[patak's solution](#)

550.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[patak's solution](#)

551.

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2018-10-31 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, trees, two pointers
[patak's solution](#)

552.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2018-10-23 · last AC: 2018-10-23 · GNU C++11 (first AC) · Tags: binary search, data structures, trees
[patak's solution](#)

553.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2018-07-29 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[patak's solution](#)

554.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2018-06-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy
[patak's solution](#)

555.

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2018-06-30 · GNU C++11 (first AC) · Tags: combinatorics, dp
[patak's solution](#)

556.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle
[patak's solution](#)

557.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2018-05-11 · GNU C++11 (first AC) · Tags: dp, math
[patak's solution](#)

558.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: math, number theory
[patak's solution](#)

559.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: dp, greedy, number theory
[patak's solution](#)

560.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: dp, trees
[patak's solution](#)

561.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive
[patak's solution](#)

562.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2018-10-23 · last AC: 2019-08-13 · GNU C++11 (first AC) · Tags: data structures, dp
[patak's solution](#)

563.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: games, math
[patak's solution](#)

564.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees
[patak's solution](#)

565.

1174F

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

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[patak's solution](#)

566.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[patak's solution](#)

567.

1114F

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

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[patak's solution](#)

568.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[patak's solution](#)

569.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[patak's solution](#)

570.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2019-01-06 · last AC: 2019-01-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[patak's solution](#)

571.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2019-01-01 · last AC: 2019-01-01 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[patak's solution](#)

572.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[patak's solution](#)

573.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, matrices

[patak's solution](#)

574.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: data structures

[patak's solution](#)

575.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[patak's solution](#)

576.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: dp, hashing, string suffix structures, strings

[patak's solution](#)

577.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft, math

[patak's solution](#)

578.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2018-12-05 · GNU C++11 (first AC) · Tags: data structures, sortings

[patak's solution](#)

579.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-05 · GNU C++11 (first AC) · Tags: dp, greedy, math, trees

[patak's solution](#)

580.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2018-11-23 · GNU C++11 (first AC) · Tags: interactive, probabilities

[patak's solution](#)

581.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2018-11-20 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[patak's solution](#)

582.

1075F

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

Rating: 2400 · first AC: 2018-11-08 · GNU C++11 (first AC) · Tags: data structures, dsu

[patak's solution](#)

583.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2018-10-27 · GNU C++11 (first AC) · Tags: data structures

[patak's solution](#)

584.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-10-23 · GNU C++11 (first AC) · Tags: data structures, dp, number theory

[patak's solution](#)

585.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: data structures

[patak's solution](#)

586.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2018-07-04 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp
[patak's solution](#)

587.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs
[patak's solution](#)

588.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,433 global accepts · Rating: 2400 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[patak's solution](#)

589.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2018-05-11 · GNU C++11 (first AC) · Tags: dp
[patak's solution](#)

590.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees
[patak's solution](#)

591.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings
[patak's solution](#)

592.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: bitmasks, dp
[patak's solution](#)

593.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[patak's solution](#)

594.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2018-12-29 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math
[patak's solution](#)

595.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: data structures, greedy
[patak's solution](#)

596.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[patak's solution](#)

597.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: dp

[patak's solution](#)

598.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2018-10-19 · GNU C++11 (first AC) · Tags: data structures, number theory

[patak's solution](#)

599.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2018-05-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, number theory

[patak's solution](#)

600.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[patak's solution](#)

601.

508D

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

Quality: 4,230 global accepts · Rating: 2500 · first AC: 2018-03-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[patak's solution](#)

602.

1185G2

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

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: combinatorics, dp

[patak's solution](#)

603.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[patak's solution](#)

604.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2019-01-06 · GNU C++11 (first AC) · Tags: dp, math, number theory

[patak's solution](#)

605.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2019-01-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[patak's solution](#)

606.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[patak's solution](#)

607.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2018-10-31 · GNU C++11 (first AC) · Tags: data structures

[patak's solution](#)

608.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2018-10-30 · GNU C++11 (first AC) · Tags: data structures, greedy

[patak's solution](#)

609.

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2018-10-26 · GNU C++11 (first AC) · Tags: data structures

[patak's solution](#)

610.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2018-10-19 · last AC: 2018-10-19 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer

[patak's solution](#)

611.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2018-10-19 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths

[patak's solution](#)

612.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: data structures, trees

[patak's solution](#)

613.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2018-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[patak's solution](#)

614.

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[patak's solution](#)

615.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[patak's solution](#)

616.

70E

[Information Reform](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: dp, implementation, trees

[patak's solution](#)

617.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2019-03-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[patak's solution](#)

618.

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: data structures, number theory

[patak's solution](#)

619.

1104E

[Johnny Solving](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[patak's solution](#)

620.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 754 global accepts · Rating: 2700 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[patak's solution](#)

621.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[patak's solution](#)

622.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[patak's solution](#)

623.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2018-12-29 · GNU C++11 (first AC) · Tags: dp

[patak's solution](#)

624.

576D

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

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2018-12-24 · GNU C++11 (first AC) · Tags: dp, matrices

[patak's solution](#)

625.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2018-12-07 · GNU C++11 (first AC) · Tags: dp, matrices

[patak's solution](#)

626.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: data structures, trees

[patak's solution](#)

627.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: data structures

[patak's solution](#)

628.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2018-10-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[patak's solution](#)

629.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-07-02 · GNU C++11 (first AC) · Tags: combinatorics, dp

[patak's solution](#)

630.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2018-05-11 · GNU C++11 (first AC) · Tags: combinatorics, dp

[patak's solution](#)

631.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[patak's solution](#)

632.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[patak's solution](#)

633.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: data structures

[patak's solution](#)

634.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[patak's solution](#)

635.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[patak's solution](#)

636.

796F

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

Quality: 204 global accepts · Rating: 2800 · first AC: 2018-11-02 · GNU C++11 (first AC) · Tags: bitmasks, data structures, greedy

[patak's solution](#)

637.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: data structures

[patak's solution](#)

638.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[patak's solution](#)

639.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2018-10-14 · last AC: 2018-10-14 · GNU C++11 (first AC) · Tags: combinatorics, data

structures, math

[patak's solution](#)

640.

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2019-01-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[patak's solution](#)

641.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2018-12-29 · last AC: 2018-12-29 · GNU C++11 (first AC) · Tags: combinatorics, dp

[patak's solution](#)

642.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[patak's solution](#)

643.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 2900 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[patak's solution](#)

644.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: dp, math, meet-in-the-middle

[patak's solution](#)

645.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2018-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[patak's solution](#)

646.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: dp, sortings

[patak's solution](#)

647.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 3000 · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[patak's solution](#)

648.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[patak's solution](#)

649.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: data structures

[patak's solution](#)

650.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[patak's solution](#)

651.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2019-01-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[patak's solution](#)

652.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[patak's solution](#)

653.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[patak's solution](#)

654.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[patak's solution](#)

655.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,993 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[patak's solution](#)

656.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[patak's solution](#)

657.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[patak's solution](#)

658.

105112H

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

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[patak's solution](#)

659.

105112K

[Klompensans](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[patak's solution](#)

660.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[patak's solution](#)

661.

1145B

[Kanban Numbers](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: — · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: *special, brute force

[patak's solution](#)

662.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: *special, implementation

[patak's solution](#)

663.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices

[patak's solution](#)

664.

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: — · first AC: 2018-11-29 · GNU C++11 (first AC) · Tags: data structures

[patak's solution](#)

665.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-04 · last AC: 2018-11-04 · GNU C++11 (first AC) · Tags: —

[patak's solution](#)

666.

undefined523

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-15 · GNU C++11 (first AC) · Tags: *special

[patak's solution](#)

667.

undefined520

[Fire in the Country](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: —

[patak's solution](#)

668.

undefined507

[Treediff](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-24 · GNU C++11 (first AC) · Tags: *special

[patak's solution](#)

669.

399B

[Red and Blue Balls](#) · [Tutorial](#)

Quality: 1,883 global accepts · Rating: — · first AC: 2018-06-03 · GNU C++11 (first AC) · Tags: —

[patak's solution](#)