

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

<https://cfelitetracker.vercel.app>

# Unique solved — paulzrm

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

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

Filters: none

Count: 1,110

1.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,561 global accepts · Rating: 800 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[paulzrm's solution](#)

2.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[paulzrm's solution](#)

3.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[paulzrm's solution](#)

4.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-25 · PyPy 3 (first AC) · Tags: brute force, math  
[paulzrm's solution](#)

5.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[paulzrm's solution](#)

6.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[paulzrm's solution](#)

7.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[paulzrm's solution](#)

8.

112A

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

Quality: 287,310 global accepts · Rating: 800 · first AC: 2017-07-01 · last AC: 2024-10-19 · GNU C++11 (first AC) · Tags: implementation, strings  
[paulzrm's solution](#)

9.

71A

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

Quality: 503,372 global accepts · Rating: 800 · first AC: 2017-05-21 · last AC: 2024-10-19 · C++14 (GCC 6-32) (first AC) · Tags: strings  
[paulzrm's solution](#)

**10.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,101 global accepts · Rating: 800 · first AC: 2017-06-29 · last AC: 2024-10-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[paulzrm's solution](#)

**11.**

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[paulzrm's solution](#)

**12.**

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[paulzrm's solution](#)

**13.**

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: greedy

[paulzrm's solution](#)

**14.**

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: sortings, strings

[paulzrm's solution](#)

**15.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math

[paulzrm's solution](#)

**16.**

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 800 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: implementation, math

[paulzrm's solution](#)

**17.**

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,762 global accepts · Rating: 800 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**18.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,131 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[paulzrm's solution](#)

**19.**

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy

[paulzrm's solution](#)

**20.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[paulzrm's solution](#)

**21.**

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,833 global accepts · Rating: 800 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: greedy, strings

[paulzrm's solution](#)

**22.**

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[paulzrm's solution](#)

**23.**

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**24.**

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[paulzrm's solution](#)

**25.**

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[paulzrm's solution](#)

**26.**

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**27.**

1114A

[Got Any Grapes?](#) · [Tutorial](#)

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

[paulzrm'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

[paulzrm's solution](#)

**29.**

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

[paulzrm's solution](#)

**30.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,383 global accepts · Rating: 800 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, dp

[paulzrm's solution](#)

**31.**

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,846 global accepts · Rating: 800 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[paulzrm's solution](#)

**32.**

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**33.**

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: math

[paulzrm's solution](#)

**34.**

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,985 global accepts · Rating: 800 · first AC: 2018-07-03 · GNU C++ (first AC) · Tags: implementation

[paulzrm's solution](#)

**35.**

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2018-05-13 · last AC: 2018-07-03 · GNU C++ (first AC) · Tags: greedy, strings

[paulzrm's solution](#)

**36.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,431 global accepts · Rating: 800 · first AC: 2018-06-27 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[paulzrm's solution](#)

**37.**

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,329 global accepts · Rating: 800 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: brute force, implementation

[paulzrm's solution](#)

**38.**

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 800 · first AC: 2018-06-18 · GNU C++ (first AC) · Tags: implementation

[paulzrm's solution](#)

**39.**

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[paulzrm's solution](#)

**40.**

987A

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

Quality: 17,504 global accepts · Rating: 800 · first AC: 2018-05-30 · GNU C++ (first AC) · Tags: implementation

[paulzrm's solution](#)

**41.**

978A

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

Quality: 30,740 global accepts · Rating: 800 · first AC: 2018-05-13 · GNU C++ (first AC) · Tags: implementation

[paulzrm's solution](#)

**42.**

977A

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

Quality: 217,535 global accepts · Rating: 800 · first AC: 2018-05-06 · GNU C++ (first AC) · Tags: implementation

[paulzrm's solution](#)

- 43.**  
976A  
[Minimum Binary Number](#) · [Tutorial](#)  
Quality: 10,975 global accepts · Rating: 800 · first AC: 2018-04-30 · GNU C++ (first AC) · Tags: implementation  
[paulzrm's solution](#)
- 44.**  
964A  
[Splits](#) · [Tutorial](#)  
Quality: 10,310 global accepts · Rating: 800 · first AC: 2018-04-18 · GNU C++ (first AC) · Tags: math  
[paulzrm's solution](#)
- 45.**  
952A  
[Quirky Quantifiers](#) · [Tutorial](#)  
Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: \*special, math  
[paulzrm's solution](#)
- 46.**  
954A  
[Diagonal Walking](#) · [Tutorial](#)  
Quality: 11,047 global accepts · Rating: 800 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: implementation  
[paulzrm's solution](#)
- 47.**  
950A  
[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)  
Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-09 · GNU C++ (first AC) · Tags: implementation, math  
[paulzrm's solution](#)
- 48.**  
931A  
[Friends Meeting](#) · [Tutorial](#)  
Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-05 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math  
[paulzrm's solution](#)
- 49.**  
935A  
[Fafa and his Company](#) · [Tutorial](#)  
Quality: 47,237 global accepts · Rating: 800 · first AC: 2018-02-19 · GNU C++ (first AC) · Tags: brute force, implementation  
[paulzrm's solution](#)
- 50.**  
854A  
[Fraction](#) · [Tutorial](#)  
Quality: 14,535 global accepts · Rating: 800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math  
[paulzrm's solution](#)
- 51.**  
837A  
[Text Volume](#) · [Tutorial](#)  
Quality: 10,091 global accepts · Rating: 800 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[paulzrm's solution](#)
- 52.**  
835A  
[Key races](#) · [Tutorial](#)  
Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math  
[paulzrm's solution](#)
- 53.**  
731A  
[Night at the Museum](#) · [Tutorial](#)  
Quality: 53,216 global accepts · Rating: 800 · first AC: 2017-05-27 · last AC: 2017-07-26 · GNU C++11 (first AC) · Tags: implementation, strings  
[paulzrm's solution](#)

**54.**

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-25 · GNU C++11 (first AC) · Tags: games, math

[paulzrm's solution](#)

**55.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,123 global accepts · Rating: 800 · first AC: 2017-07-03 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**56.**

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,812 global accepts · Rating: 800 · first AC: 2017-07-03 · last AC: 2017-07-03 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[paulzrm's solution](#)

**57.**

281A

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

Quality: 271,046 global accepts · Rating: 800 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: implementation, strings

[paulzrm's solution](#)

**58.**

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,624 global accepts · Rating: 800 · first AC: 2017-07-01 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**59.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,579 global accepts · Rating: 800 · first AC: 2017-07-01 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**60.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,425 global accepts · Rating: 800 · first AC: 2017-07-01 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings

[paulzrm's solution](#)

**61.**

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,170 global accepts · Rating: 800 · first AC: 2017-07-01 · GNU C++11 (first AC) · Tags: implementation, math

[paulzrm's solution](#)

**62.**

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-06-30 · last AC: 2017-06-30 · GNU C++11 (first AC) · Tags: implementation, math

[paulzrm's solution](#)

**63.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,377 global accepts · Rating: 800 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**64.**

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 800 · first AC: 2017-06-25 · last AC: 2017-06-26 · GNU C++11 (first AC) · Tags: implementation

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**65.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,020 global accepts · Rating: 800 · first AC: 2017-05-21 · last AC: 2017-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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**66.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,355 global accepts · Rating: 800 · first AC: 2017-06-11 · GNU C++11 (first AC) · Tags: brute force, greedy

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**67.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,790 global accepts · Rating: 800 · first AC: 2017-06-11 · GNU C++11 (first AC) · Tags: greedy, math

[paulzrm's solution](#)

**68.**

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,148 global accepts · Rating: 800 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: implementation, strings

[paulzrm's solution](#)

**69.**

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[paulzrm's solution](#)

**70.**

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[paulzrm's solution](#)

**71.**

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,777 global accepts · Rating: 800 · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[paulzrm's solution](#)

**72.**

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2017-03-19 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**73.**

785A

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

Quality: 110,974 global accepts · Rating: 800 · first AC: 2017-03-16 · GNU C++11 (first AC) · Tags: implementation, strings

[paulzrm's solution](#)

**74.**

782A

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

Rating: 800 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: implementation

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**75.**

16A

[Flag](#) · [Tutorial](#)

Quality: 17,255 global accepts · Rating: 800 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**76.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,543 global accepts · Rating: 800 · first AC: 2017-02-04 · GNU C++11 (first AC) · Tags: \*special, implementation

[paulzrm's solution](#)

**77.**

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,106 global accepts · Rating: 800 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[paulzrm's solution](#)

**78.**

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,645 global accepts · Rating: 800 · first AC: 2017-01-24 · last AC: 2017-01-24 · GNU C++11 (first AC) · Tags: implementation, math

[paulzrm's solution](#)

**79.**

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,316 global accepts · Rating: 800 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: implementation, math

[paulzrm's solution](#)

**80.**

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[paulzrm's solution](#)

**81.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,967 global accepts · Rating: 900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[paulzrm's solution](#)

**82.**

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,833 global accepts · Rating: 900 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: implementation, strings

[paulzrm's solution](#)

**83.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: math

[paulzrm's solution](#)

**84.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[paulzrm's solution](#)

**85.**

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[paulzrm's solution](#)

**86.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: math

[paulzrm's solution](#)

**87.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: implementation, sortings  
[paulzrm's solution](#)

**88.**

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[paulzrm's solution](#)

**89.**

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: implementation  
[paulzrm's solution](#)

**90.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,795 global accepts · Rating: 900 · first AC: 2018-05-06 · GNU C++ (first AC) · Tags: implementation, strings  
[paulzrm's solution](#)

**91.**

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-02 · GNU C++ (first AC) · Tags: implementation, strings  
[paulzrm's solution](#)

**92.**

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2018-03-12 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[paulzrm's solution](#)

**93.**

935B

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

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

**94.**

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,180 global accepts · Rating: 900 · first AC: 2018-01-08 · last AC: 2018-01-09 · GNU C++ (first AC) · Tags: implementation, math  
[paulzrm's solution](#)

**95.**

94A

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

Quality: 12,268 global accepts · Rating: 900 · first AC: 2018-01-06 · GNU C++ (first AC) · Tags: implementation, strings  
[paulzrm's solution](#)

**96.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,023 global accepts · Rating: 900 · first AC: 2017-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[paulzrm's solution](#)

**97.**

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-13 · last AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[paulzrm's solution](#)

**98.**

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[paulzrm's solution](#)

**99.**

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[paulzrm's solution](#)

**100.**

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2017-07-08 · last AC: 2017-07-08 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**101.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,677 global accepts · Rating: 900 · first AC: 2017-07-01 · GNU C++11 (first AC) · Tags: implementation, strings

[paulzrm's solution](#)

**102.**

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**103.**

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

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**104.**

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,778 global accepts · Rating: 900 · first AC: 2017-05-11 · last AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[paulzrm's solution](#)

**105.**

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-05-20 · last AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[paulzrm's solution](#)

**106.**

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,220 global accepts · Rating: 900 · first AC: 2017-04-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings

[paulzrm's solution](#)

**107.**

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,845 global accepts · Rating: 900 · first AC: 2017-02-22 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[paulzrm's solution](#)

**108.**

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-16 · last AC: 2017-02-19 · GNU C++11 (first AC) · Tags: implementation, math

[paulzrm's solution](#)

**109.**

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,211 global accepts · Rating: 900 · first AC: 2017-02-09 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**110.**

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,891 global accepts · Rating: 900 · first AC: 2017-02-05 · GNU C++11 (first AC) · Tags: implementation, strings

[paulzrm's solution](#)

**111.**

764B

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

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[paulzrm's solution](#)

**112.**

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[paulzrm's solution](#)

**113.**

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[paulzrm's solution](#)

**114.**

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**115.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: games, greedy

[paulzrm's solution](#)

**116.**

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,070 global accepts · Rating: 1000 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[paulzrm's solution](#)

**117.**

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,212 global accepts · Rating: 1000 · first AC: 2020-05-12 · Python 3 (first AC) · Tags: math

[paulzrm's solution](#)

**118.**

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1000 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: strings

[paulzrm's solution](#)

**119.**

1245A

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

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: math, number theory

[paulzrm's solution](#)

**120.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**121.**

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[paulzrm's solution](#)

**122.**

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-08-20 · Python 3 (first AC) · Tags: math

[paulzrm's solution](#)

**123.**

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**124.**

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: greedy

[paulzrm's solution](#)

**125.**

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**126.**

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: math

[paulzrm's solution](#)

**127.**

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: implementation, strings

[paulzrm's solution](#)

**128.**

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: math

[paulzrm's solution](#)

**129.**

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-14 · GNU C++11 (first AC) · Tags: math

[paulzrm's solution](#)

**130.**

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2018-08-14 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs

[paulzrm's solution](#)

**131.**

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-02-24 · last AC: 2018-07-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[paulzrm's solution](#)

**132.**

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · GNU C++ (first AC) · Tags: implementation, math

[paulzrm's solution](#)

**133.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,826 global accepts · Rating: 1000 · first AC: 2018-05-13 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers

[paulzrm's solution](#)

**134.**

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2018-04-29 · GNU C++ (first AC) · Tags: math, sortings

[paulzrm's solution](#)

**135.**

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-11 · last AC: 2018-02-12 · GNU C++ (first AC) · Tags: implementation

[paulzrm's solution](#)

**136.**

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,918 global accepts · Rating: 1000 · first AC: 2018-01-06 · GNU C++ (first AC) · Tags: implementation, math

[paulzrm's solution](#)

**137.**

864B

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

Quality: 9,984 global accepts · Rating: 1000 · first AC: 2017-09-25 · last AC: 2017-09-26 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[paulzrm's solution](#)

**138.**

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: implementation, sortings

[paulzrm's solution](#)

**139.**

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[paulzrm's solution](#)

**140.**

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[paulzrm's solution](#)

**141.**

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[paulzrm's solution](#)

**142.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,991 global accepts · Rating: 1000 · first AC: 2017-07-21 · GNU C++11 (first AC) · Tags: implementation, strings

[paulzrm's solution](#)

**143.**

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-03 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[paulzrm's solution](#)

**144.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,296 global accepts · Rating: 1000 · first AC: 2017-07-01 · last AC: 2017-07-02 · GNU C++11 (first AC) · Tags: brute force, math

[paulzrm's solution](#)

**145.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,015 global accepts · Rating: 1000 · first AC: 2017-06-25 · last AC: 2017-06-25 · GNU C++11 (first AC) · Tags: greedy, strings

[paulzrm's solution](#)

**146.**

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,710 global accepts · Rating: 1000 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, implementation

[paulzrm's solution](#)

**147.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,473 global accepts · Rating: 1000 · first AC: 2017-06-11 · GNU C++11 (first AC) · Tags: implementation, strings

[paulzrm's solution](#)

**148.**

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2017-06-11 · GNU C++11 (first AC) · Tags: brute force, math

[paulzrm's solution](#)

**149.**

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,944 global accepts · Rating: 1000 · first AC: 2017-06-11 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**150.**

75A

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

Quality: 29,727 global accepts · Rating: 1000 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**151.**

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: implementation, strings

[paulzrm's solution](#)

**152.**

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2017-05-07 · last AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[paulzrm's solution](#)

**153.**

805C

[Find Amir](#) · [Tutorial](#)

Quality: 1000 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[paulzrm's solution](#)

**154.**

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1000 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[paulzrm's solution](#)

**155.**

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[paulzrm's solution](#)

**156.**

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2017-04-30 · GNU C++ (first AC) · Tags: brute force, implementation

[paulzrm's solution](#)

**157.**

14B

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

Quality: 8,306 global accepts · Rating: 1000 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**158.**

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-02-26 · last AC: 2017-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[paulzrm's solution](#)

**159.**

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2017-02-08 · last AC: 2017-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[paulzrm's solution](#)

**160.**

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,548 global accepts · Rating: 1000 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[paulzrm's solution](#)

**161.**

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,026 global accepts · Rating: 1000 · first AC: 2017-02-05 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math

[paulzrm's solution](#)

**162.**

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[paulzrm's solution](#)

**163.**

3A

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

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2017-01-18 · last AC: 2017-01-20 · GNU C++11 (first AC) · Tags: greedy, shortest paths  
[paulzrm's solution](#)

**164.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,300 global accepts · Rating: 1000 · first AC: 2016-09-15 · last AC: 2016-09-21 · GNU C++ (first AC) · Tags: math  
[paulzrm's solution](#)

**165.**

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry  
[paulzrm's solution](#)

**166.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings  
[paulzrm's solution](#)

**167.**

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,811 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers  
[paulzrm's solution](#)

**168.**

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math  
[paulzrm's solution](#)

**169.**

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-05-28 · last AC: 2021-06-26 · GNU C++11 (first AC) · Tags: implementation, sortings  
[paulzrm's solution](#)

**170.**

218B

[Airport](#) · [Tutorial](#)

Quality: 18,376 global accepts · Rating: 1100 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: implementation  
[paulzrm's solution](#)

**171.**

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,533 global accepts · Rating: 1100 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation  
[paulzrm's solution](#)

**172.**

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation  
[paulzrm's solution](#)

**173.**

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  
[paulzrm's solution](#)

**174.**

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2018-07-04 · Q# (first AC) · Tags: \*special  
[paulzrm's solution](#)

**175.**

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2018-06-27 · GNU C++ (first AC) · Tags: constructive algorithms, implementation  
[paulzrm's solution](#)

**176.**

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-06-09 · GNU C++ (first AC) · Tags: implementation  
[paulzrm's solution](#)

**177.**

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings  
[paulzrm's solution](#)

**178.**

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-02 · GNU C++ (first AC) · Tags: brute force, implementation  
[paulzrm's solution](#)

**179.**

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-04-29 · GNU C++ (first AC) · Tags: implementation  
[paulzrm's solution](#)

**180.**

950B

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

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-03-09 · GNU C++ (first AC) · Tags: greedy, implementation  
[paulzrm's solution](#)

**181.**

12B

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

Quality: 9,672 global accepts · Rating: 1100 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: implementation, sortings  
[paulzrm's solution](#)

**182.**

861A

[k-rounding](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-09-17 · last AC: 2017-09-19 · GNU C++ (first AC) · Tags: math, number theory  
[paulzrm's solution](#)

**183.**

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry  
[paulzrm's solution](#)

**184.**

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[paulzrm's solution](#)

**185.**

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[paulzrm's solution](#)

**186.**

731B

[Coupons and Discounts](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2017-07-25 · last AC: 2017-07-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[paulzrm's solution](#)

**187.**

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-17 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**188.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2017-07-01 · GNU C++11 (first AC) · Tags: \*special, greedy, implementation

[paulzrm's solution](#)

**189.**

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-12 · last AC: 2017-06-15 · GNU C++11 (first AC) · Tags: brute force, implementation

[paulzrm's solution](#)

**190.**

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-06 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**191.**

90B

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

Quality: 5,717 global accepts · Rating: 1100 · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: implementation, strings

[paulzrm's solution](#)

**192.**

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 1100 · first AC: 2017-03-02 · last AC: 2017-05-17 · GNU C++11 (first AC) · Tags: brute force, greedy

[paulzrm's solution](#)

**193.**

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,674 global accepts · Rating: 1100 · first AC: 2017-04-20 · GNU C++ (first AC) · Tags: brute force

[paulzrm's solution](#)

**194.**

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,890 global accepts · Rating: 1100 · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: implementation, math, number theory

[paulzrm's solution](#)

**195.**

6B

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

Quality: 14,827 global accepts · Rating: 1100 · first AC: 2017-04-03 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**196.**

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2017-03-05 · last AC: 2017-03-13 · GNU C++11 (first AC) · Tags: greedy, implementation

[paulzrm's solution](#)

**197.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-16 · last AC: 2017-02-19 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[paulzrm's solution](#)

**198.**

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2017-02-19 · last AC: 2017-02-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[paulzrm's solution](#)

**199.**

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,693 global accepts · Rating: 1100 · first AC: 2017-02-18 · last AC: 2017-02-19 · GNU C++11 (first AC) · Tags: data structures, implementation

[paulzrm's solution](#)

**200.**

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: implementation, strings

[paulzrm's solution](#)

**201.**

501B

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

Quality: 19,424 global accepts · Rating: 1100 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[paulzrm's solution](#)

**202.**

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-20 · last AC: 2017-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory

[paulzrm's solution](#)

**203.**

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[paulzrm's solution](#)

**204.**

151B

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,862 global accepts · Rating: 1200 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[paulzrm's solution](#)

**205.**

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[paulzrm's solution](#)

**206.**

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[paulzrm's solution](#)

**207.**

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[paulzrm's solution](#)

**208.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[paulzrm's solution](#)

**209.**

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[paulzrm's solution](#)

**210.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[paulzrm's solution](#)

**211.**

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: implementation, math

[paulzrm's solution](#)

**212.**

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[paulzrm's solution](#)

**213.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[paulzrm's solution](#)

**214.**

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[paulzrm's solution](#)

**215.**

1100C

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

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-27 · last AC: 2019-01-27 · GNU C++11 (first AC) · Tags: binary search, geometry, math  
[paulzrm's solution](#)

## 216.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,848 global accepts · Rating: 1200 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: data structures, implementation, math  
[paulzrm's solution](#)

## 217.

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  
[paulzrm's solution](#)

## 218.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: implementation, math  
[paulzrm's solution](#)

## 219.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: greedy  
[paulzrm's solution](#)

## 220.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[paulzrm's solution](#)

## 221.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation, math  
[paulzrm's solution](#)

## 222.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: greedy  
[paulzrm's solution](#)

## 223.

1011B

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

Quality: 11,031 global accepts · Rating: 1200 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation  
[paulzrm's solution](#)

## 224.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2018-07-08 · GNU C++11 (first AC) · Tags: brute force, implementation  
[paulzrm's solution](#)

## 225.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[paulzrm's solution](#)

**226.**

999C

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

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**227.**

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-10 · GNU C++ (first AC) · Tags: greedy, sortings

[paulzrm's solution](#)

**228.**

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-06-09 · GNU C++ (first AC) · Tags: implementation

[paulzrm's solution](#)

**229.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2018-05-07 · GNU C++ (first AC) · Tags: sortings

[paulzrm's solution](#)

**230.**

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-05 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[paulzrm's solution](#)

**231.**

934B

[A Prosperous Lot](#) · [Tutorial](#)

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

[paulzrm's solution](#)

**232.**

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-11 · last AC: 2018-02-12 · GNU C++ (first AC) · Tags: implementation

[paulzrm's solution](#)

**233.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · last AC: 2018-01-09 · GNU C++ (first AC) · Tags: implementation, trees

[paulzrm's solution](#)

**234.**

854B

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

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[paulzrm's solution](#)

**235.**

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[paulzrm's solution](#)

**236.**

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**237.**

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,823 global accepts · Rating: 1200 · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: implementation, math, number theory  
[paulzrm's solution](#)

**238.**

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,297 global accepts · Rating: 1200 · first AC: 2017-06-11 · last AC: 2017-06-11 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory  
[paulzrm's solution](#)

**239.**

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[paulzrm's solution](#)

**240.**

9C

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

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2017-05-27 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[paulzrm's solution](#)

**241.**

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[paulzrm's solution](#)

**242.**

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[paulzrm's solution](#)

**243.**

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1200 · first AC: 2017-03-25 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
[paulzrm's solution](#)

**244.**

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-02-26 · last AC: 2017-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings  
[paulzrm's solution](#)

**245.**

765C

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

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-16 · last AC: 2017-02-19 · GNU C++11 (first AC) · Tags: math  
[paulzrm's solution](#)

**246.**

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,376 global accepts · Rating: 1200 · first AC: 2017-01-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation  
[paulzrm's solution](#)

**247.**

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,821 global accepts · Rating: 1300 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths  
[paulzrm's solution](#)

**248.**

1926D

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

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy  
[paulzrm's solution](#)

**249.**

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[paulzrm's solution](#)

**250.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search  
[paulzrm's solution](#)

**251.**

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[paulzrm's solution](#)

**252.**

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-05-14 · last AC: 2021-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[paulzrm's solution](#)

**253.**

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[paulzrm's solution](#)

**254.**

600B

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

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers  
[paulzrm's solution](#)

**255.**

598B

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

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2018-07-08 · last AC: 2021-06-20 · GNU C++11 (first AC) · Tags: implementation, strings  
[paulzrm's solution](#)

**256.**

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: data structures, sortings  
[paulzrm's solution](#)

**257.**

1271C

[Shawarma Tent](#) · [Tutorial](#)

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

[paulzrm's solution](#)

**258.**

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: greedy, math

[paulzrm's solution](#)

**259.**

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-27 · last AC: 2019-01-27 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[paulzrm's solution](#)

**260.**

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[paulzrm's solution](#)

**261.**

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**262.**

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[paulzrm's solution](#)

**263.**

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2018-07-03 · GNU C++ (first AC) · Tags: brute force, implementation, math

[paulzrm's solution](#)

**264.**

1003B

[Binary String Constructing](#) · [Tutorial](#)

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2018-07-03 · GNU C++ (first AC) · Tags: constructive algorithms

[paulzrm's solution](#)

**265.**

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · GNU C++ (first AC) · Tags: implementation, math

[paulzrm's solution](#)

**266.**

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2018-04-18 · GNU C++ (first AC) · Tags: math

[paulzrm's solution](#)

**267.**

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[paulzrm's solution](#)

**268.**

957A

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

Quality: 5,998 global accepts · Rating: 1300 · first AC: 2018-03-24 · GNU C++ (first AC) · Tags: implementation

[paulzrm's solution](#)

**269.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,890 global accepts · Rating: 1300 · first AC: 2017-12-02 · last AC: 2017-12-02 · GNU C++ (first AC) · Tags: brute force, dp

[paulzrm's solution](#)

**270.**

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**271.**

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2017-07-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[paulzrm's solution](#)

**272.**

41C

[Email address](#) · [Tutorial](#)

Quality: 4,195 global accepts · Rating: 1300 · first AC: 2017-06-30 · last AC: 2017-06-30 · GNU C++11 (first AC) · Tags: expression parsing, implementation

[paulzrm's solution](#)

**273.**

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, math

[paulzrm's solution](#)

**274.**

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-26 · GNU C++11 (first AC) · Tags: brute force, math

[paulzrm's solution](#)

**275.**

4C

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

Quality: 108,186 global accepts · Rating: 1300 · first AC: 2017-06-19 · last AC: 2017-06-20 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation

[paulzrm's solution](#)

**276.**

147A

[Punctuation](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1300 · first AC: 2017-06-11 · last AC: 2017-06-11 · GNU C++11 (first AC) · Tags: implementation, strings

[paulzrm's solution](#)

**277.**

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-07 · last AC: 2017-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[paulzrm's solution](#)

**278.**

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2017-05-21 · last AC: 2017-05-21 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[paulzrm's solution](#)

**279.**

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1300 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[paulzrm's solution](#)

**280.**

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1300 · first AC: 2017-05-20 · last AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[paulzrm's solution](#)

**281.**

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings

[paulzrm's solution](#)

**282.**

173A

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

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[paulzrm's solution](#)

**283.**

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2017-05-07 · last AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, sortings, strings

[paulzrm's solution](#)

**284.**

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2017-04-22 · last AC: 2017-05-05 · GNU C++ (first AC) · Tags: brute force, implementation

[paulzrm's solution](#)

**285.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2017-04-27 · last AC: 2017-04-28 · GNU C++ (first AC) · Tags: binary search, implementation, math, number theory

[paulzrm's solution](#)

**286.**

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2017-04-23 · last AC: 2017-04-23 · GNU C++ (first AC) · Tags: \*special, brute force, number theory

[paulzrm's solution](#)

**287.**

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-28 · last AC: 2017-03-28 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[paulzrm's solution](#)

**288.**

185A

[Plant](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2017-03-19 · GNU C++11 (first AC) · Tags: math

[paulzrm's solution](#)

**289.**

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-02-25 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings  
[paulzrm's solution](#)

**290.**

96B

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

Quality: 19,113 global accepts · Rating: 1300 · first AC: 2017-02-09 · last AC: 2017-02-10 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force  
[paulzrm's solution](#)

**291.**

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[paulzrm's solution](#)

**292.**

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · last AC: 2025-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy  
[paulzrm's solution](#)

**293.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,600 global accepts · Rating: 1400 · first AC: 2019-02-07 · last AC: 2025-03-09 · GNU C++11 (first AC) · Tags: greedy, sortings  
[paulzrm's solution](#)

**294.**

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[paulzrm's solution](#)

**295.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers  
[paulzrm's solution](#)

**296.**

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers  
[paulzrm's solution](#)

**297.**

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[paulzrm's solution](#)

**298.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings  
[paulzrm's solution](#)

**299.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[paulzrm's solution](#)

**300.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[paulzrm's solution](#)

**301.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · last AC: 2021-08-02 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[paulzrm's solution](#)

**302.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[paulzrm's solution](#)

**303.**

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,861 global accepts · Rating: 1400 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math

[paulzrm's solution](#)

**304.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[paulzrm's solution](#)

**305.**

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: dp

[paulzrm's solution](#)

**306.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: implementation, math

[paulzrm's solution](#)

**307.**

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,353 global accepts · Rating: 1400 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[paulzrm's solution](#)

**308.**

515C

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

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[paulzrm's solution](#)

**309.**

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, trees  
[paulzrm's solution](#)

**310.**

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[paulzrm's solution](#)

**311.**

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  
[paulzrm's solution](#)

**312.**

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: greedy  
[paulzrm's solution](#)

**313.**

1046F

[Splitting money](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 1400 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[paulzrm's solution](#)

**314.**

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,582 global accepts · Rating: 1400 · first AC: 2017-01-30 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, two pointers  
[paulzrm's solution](#)

**315.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,401 global accepts · Rating: 1400 · first AC: 2017-06-18 · last AC: 2018-07-03 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation  
[paulzrm's solution](#)

**316.**

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-06-18 · GNU C++ (first AC) · Tags: greedy, implementation, sortings  
[paulzrm's solution](#)

**317.**

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: implementation, sortings  
[paulzrm's solution](#)

**318.**

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2018-05-13 · GNU C++ (first AC) · Tags: combinatorics, math  
[paulzrm's solution](#)

**319.**

977D

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

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2018-05-06 · GNU C++ (first AC) · Tags: dfs and similar, math, sortings

[paulzrm's solution](#)

**320.**

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-02 · GNU C++ (first AC) · Tags: binary search

[paulzrm's solution](#)

**321.**

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: implementation, strings

[paulzrm's solution](#)

**322.**

920C

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

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-11 · last AC: 2018-02-12 · GNU C++ (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[paulzrm's solution](#)

**323.**

100C

[A+B](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 1400 · first AC: 2017-08-25 · Pike (first AC) · Tags: \*special, implementation

[paulzrm's solution](#)

**324.**

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2017-08-10 · GNU C++ (first AC) · Tags: shortest paths

[paulzrm's solution](#)

**325.**

838A

[Binary Blocks](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 1400 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[paulzrm's solution](#)

**326.**

19A

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

Quality: 3,142 global accepts · Rating: 1400 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**327.**

277A

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

Quality: 21,583 global accepts · Rating: 1400 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: dfs and similar, dsu

[paulzrm's solution](#)

**328.**

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 1400 · first AC: 2017-06-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[paulzrm's solution](#)

**329.**

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[paulzrm's solution](#)

**330.**

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,460 global accepts · Rating: 1400 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[paulzrm's solution](#)

**331.**

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2017-01-24 · last AC: 2017-01-27 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[paulzrm's solution](#)

**332.**

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: math, number theory

[paulzrm's solution](#)

**333.**

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[paulzrm's solution](#)

**334.**

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[paulzrm's solution](#)

**335.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, sortings

[paulzrm's solution](#)

**336.**

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: sortings

[paulzrm's solution](#)

**337.**

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[paulzrm's solution](#)

**338.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: greedy

[paulzrm's solution](#)

**339.**

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[paulzrm's solution](#)

**340.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[paulzrm's solution](#)

**341.**

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers

[paulzrm's solution](#)

**342.**

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: brute force, math, number theory, sortings

[paulzrm's solution](#)

**343.**

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: number theory

[paulzrm's solution](#)

**344.**

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[paulzrm's solution](#)

**345.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[paulzrm's solution](#)

**346.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: dp, greedy

[paulzrm's solution](#)

**347.**

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[paulzrm's solution](#)

**348.**

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[paulzrm's solution](#)

**349.**

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[paulzrm's solution](#)

**350.**

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2019-01-30 · last AC: 2019-01-30 · GNU C++11 (first AC) · Tags: data structures, dsu

[paulzrm's solution](#)

**351.**

409H

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

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2019-01-30 · GNU C++11 (first AC) · Tags: \*special, brute force, constructive algorithms, dsu, implementation

[paulzrm's solution](#)

**352.**

1101C

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

Quality: 12,039 global accepts · Rating: 1500 · first AC: 2019-01-29 · GNU C++11 (first AC) · Tags: sortings

[paulzrm's solution](#)

**353.**

1105C

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

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[paulzrm's solution](#)

**354.**

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 1500 · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: hashing, implementation, strings

[paulzrm's solution](#)

**355.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,996 global accepts · Rating: 1500 · first AC: 2018-11-06 · GNU C++11 (first AC) · Tags: dp

[paulzrm's solution](#)

**356.**

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: implementation, math

[paulzrm's solution](#)

**357.**

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[paulzrm's solution](#)

**358.**

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-13 · last AC: 2018-07-03 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

[paulzrm's solution](#)

**359.**

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[paulzrm's solution](#)

**360.**

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2018-06-27 · GNU C++ (first AC) · Tags: implementation, math

[paulzrm's solution](#)

**361.**

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2018-06-16 · last AC: 2018-06-16 · GNU C++ (first AC) · Tags: brute force, implementation

[paulzrm's solution](#)

**362.**

272C

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

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2018-06-16 · GNU C++ (first AC) · Tags: data structures, implementation  
[paulzrm's solution](#)

**363.**

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-13 · GNU C++ (first AC) · Tags: implementation  
[paulzrm's solution](#)

**364.**

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-06-09 · GNU C++ (first AC) · Tags: greedy  
[paulzrm's solution](#)

**365.**

91B

[Queue](#) · [Tutorial](#)

Quality: 7,739 global accepts · Rating: 1500 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[paulzrm's solution](#)

**366.**

978D

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

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2018-05-13 · GNU C++ (first AC) · Tags: brute force, implementation, math  
[paulzrm's solution](#)

**367.**

977E

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

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2018-05-12 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs  
[paulzrm's solution](#)

**368.**

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,641 global accepts · Rating: 1500 · first AC: 2018-04-30 · GNU C++ (first AC) · Tags: greedy, implementation, sortings  
[paulzrm's solution](#)

**369.**

931D

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

Rating: 1500 · first AC: 2018-03-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees  
[paulzrm's solution](#)

**370.**

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-18 · GNU C++ (first AC) · Tags: greedy  
[paulzrm's solution](#)

**371.**

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-26 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[paulzrm's solution](#)

**372.**

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[paulzrm's solution](#)

**373.**

861C

[Did you mean... · Tutorial](#)

Rating: 1500 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[paulzrm's solution](#)

**374.**

861B

[Which floor? · Tutorial](#)

Rating: 1500 · first AC: 2017-09-19 · GNU C++ (first AC) · Tags: brute force, implementation

[paulzrm's solution](#)

**375.**

854C

[Planning · Tutorial](#)

Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[paulzrm's solution](#)

**376.**

190C

[STL · Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2017-03-10 · last AC: 2017-09-03 · GNU C++11 (first AC) · Tags: dfs and similar

[paulzrm's solution](#)

**377.**

839C

[Journey · Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[paulzrm's solution](#)

**378.**

611C

[New Year and Domino · Tutorial](#)

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2017-07-08 · GNU C++11 (first AC) · Tags: dp, implementation

[paulzrm's solution](#)

**379.**

17B

[Hierarchy · Tutorial](#)

Quality: 6,119 global accepts · Rating: 1500 · first AC: 2017-07-07 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[paulzrm's solution](#)

**380.**

300B

[Coach · Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2017-07-07 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs

[paulzrm's solution](#)

**381.**

821C

[Okabe and Boxes · Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2017-06-26 · last AC: 2017-06-26 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

[paulzrm's solution](#)

**382.**

114B

[PFAST Inc., · Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2017-02-08 · last AC: 2017-06-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs

[paulzrm's solution](#)

**383.**

817B

[Makes And The Product · Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, sortings  
[paulzrm's solution](#)

**384.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2017-05-27 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[paulzrm's solution](#)

**385.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[paulzrm's solution](#)

**386.**

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2017-04-30 · last AC: 2017-05-01 · GNU C++ (first AC) · Tags: implementation, strings

[paulzrm's solution](#)

**387.**

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[paulzrm's solution](#)

**388.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2016-09-13 · last AC: 2017-03-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[paulzrm's solution](#)

**389.**

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2017-03-23 · last AC: 2017-03-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[paulzrm's solution](#)

**390.**

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1500 · first AC: 2017-03-23 · last AC: 2017-03-23 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[paulzrm's solution](#)

**391.**

761C

[Dasha and Password](#) · [Tutorial](#)

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-02-01 · last AC: 2017-02-01 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[paulzrm's solution](#)

**392.**

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1600 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[paulzrm's solution](#)

**393.**

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 1600 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[paulzrm's solution](#)

**394.**

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math  
[paulzrm's solution](#)

**395.**

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,171 global accepts · Rating: 1600 · first AC: 2018-03-01 · last AC: 2025-05-18 · GNU C++ (first AC) · Tags: dfs and similar, graphs, sortings  
[paulzrm's solution](#)

**396.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, sortings  
[paulzrm's solution](#)

**397.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths  
[paulzrm's solution](#)

**398.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,060 global accepts · Rating: 1600 · first AC: 2017-01-29 · last AC: 2025-01-25 · GNU C++11 (first AC) · Tags: dfs and similar  
[paulzrm's solution](#)

**399.**

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings  
[paulzrm's solution](#)

**400.**

2037E

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

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, interactive, two pointers  
[paulzrm's solution](#)

**401.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math  
[paulzrm's solution](#)

**402.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math, number theory  
[paulzrm's solution](#)

**403.**

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1600 · first AC: 2021-06-22 · last AC: 2021-06-22 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers  
[paulzrm's solution](#)

**404.**

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: dfs and similar  
[paulzrm's solution](#)

**405.**

615B

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

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: dp, graphs  
[paulzrm's solution](#)

**406.**

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2017-06-23 · last AC: 2021-06-21 · GNU C++11 (first AC) · Tags: implementation, strings  
[paulzrm's solution](#)

**407.**

1397C

[Multiples of Length](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[paulzrm's solution](#)

**408.**

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: strings  
[paulzrm's solution](#)

**409.**

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,210 global accepts · Rating: 1600 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation, strings  
[paulzrm's solution](#)

**410.**

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2019-02-14 · last AC: 2019-02-14 · GNU C++11 (first AC) · Tags: data structures, implementation  
[paulzrm's solution](#)

**411.**

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-01-27 · GNU C++11 (first AC) · Tags: implementation  
[paulzrm's solution](#)

**412.**

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2017-10-28 · last AC: 2018-11-05 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers  
[paulzrm's solution](#)

**413.**

948C

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: binary search, data structures  
[paulzrm's solution](#)

**414.**

1059C

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

Quality: 7,534 global accepts · Rating: 1600 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[paulzrm's solution](#)

**415.**

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1600 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: hashing, strings

[paulzrm's solution](#)

**416.**

1046H

[Palindrome Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: bitmasks, hashing

[paulzrm's solution](#)

**417.**

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[paulzrm's solution](#)

**418.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2018-08-25 · GNU C++ (first AC) · Tags: graphs, shortest paths

[paulzrm's solution](#)

**419.**

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-20 · GNU C++ (first AC) · Tags: brute force, greedy, number theory

[paulzrm's solution](#)

**420.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[paulzrm's solution](#)

**421.**

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: greedy

[paulzrm's solution](#)

**422.**

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[paulzrm's solution](#)

**423.**

283A

[Cows and Sequence](#) · [Tutorial](#)

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2018-07-14 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[paulzrm's solution](#)

**424.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,516 global accepts · Rating: 1600 · first AC: 2017-07-08 · last AC: 2018-07-08 · GNU C++11 (first AC) · Tags: binary search, brute force

[paulzrm's solution](#)

**425.**

1003D

[Coins and Queries](#) · [Tutorial](#)

Quality: 8,563 global accepts · Rating: 1600 · first AC: 2018-07-03 · GNU C++ (first AC) · Tags: greedy

[paulzrm's solution](#)

**426.**

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-07-06 · last AC: 2018-06-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[paulzrm's solution](#)

**427.**

994C

[Two Squares](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: brute force

[paulzrm's solution](#)

**428.**

284C

[Cows and Sequence](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-16 · last AC: 2018-06-16 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dp

[paulzrm's solution](#)

**429.**

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2018-06-14 · last AC: 2018-06-14 · GNU C++ (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[paulzrm's solution](#)

**430.**

967C

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

Rating: 1600 · first AC: 2018-04-30 · GNU C++ (first AC) · Tags: binary search

[paulzrm's solution](#)

**431.**

957C

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

Rating: 1600 · first AC: 2018-03-27 · GNU C++ (first AC) · Tags: binary search, greedy, math, two pointers

[paulzrm's solution](#)

**432.**

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[paulzrm's solution](#)

**433.**

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[paulzrm's solution](#)

**434.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-09 · last AC: 2018-01-09 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy

[paulzrm's solution](#)

**435.**

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2017-10-28 · last AC: 2017-10-28 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[paulzrm's solution](#)

**436.**

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2017-07-06 · last AC: 2017-09-14 · GNU C++11 (first AC) · Tags: \*special, data structures, implementation

[paulzrm's solution](#)

**437.**

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[paulzrm's solution](#)

**438.**

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[paulzrm's solution](#)

**439.**

731C

[Socks](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1600 · first AC: 2017-07-25 · last AC: 2017-07-26 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[paulzrm's solution](#)

**440.**

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2017-07-03 · last AC: 2017-07-03 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings

[paulzrm's solution](#)

**441.**

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2017-06-30 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**442.**

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 1600 · first AC: 2017-06-14 · last AC: 2017-06-15 · GNU C++11 (first AC) · Tags: brute force

[paulzrm's solution](#)

**443.**

138A

[Literature Lesson](#) · [Tutorial](#)

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2017-06-11 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**444.**

139C

[Literature Lesson](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-06-11 · GNU C++11 (first AC) · Tags: implementation, strings

[paulzrm's solution](#)

**445.**

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2017-06-09 · last AC: 2017-06-10 · GNU C++11 (first AC) · Tags: brute force, dp, strings, two pointers

[paulzrm's solution](#)

**446.**

568A

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

Quality: 5,404 global accepts · Rating: 1600 · first AC: 2017-05-26 · last AC: 2017-05-26 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[paulzrm's solution](#)

**447.**

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,748 global accepts · Rating: 1600 · first AC: 2017-05-21 · GNU C++11 (first AC) · Tags: math, number theory

[paulzrm's solution](#)

**448.**

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2017-04-06 · last AC: 2017-04-06 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[paulzrm's solution](#)

**449.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2017-02-12 · last AC: 2017-03-22 · GNU C++11 (first AC) · Tags: implementation, math

[paulzrm's solution](#)

**450.**

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2017-02-06 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings

[paulzrm's solution](#)

**451.**

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[paulzrm's solution](#)

**452.**

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2016-09-24 · last AC: 2017-02-02 · GNU C++ (first AC) · Tags: implementation

[paulzrm's solution](#)

**453.**

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 1600 · first AC: 2017-01-18 · last AC: 2017-01-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar

[paulzrm's solution](#)

**454.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: data structures, dsu

[paulzrm's solution](#)

**455.**

28B

[pSort](#) · [Tutorial](#)

Quality: 5,520 global accepts · Rating: 1600 · first AC: 2016-09-21 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[paulzrm's solution](#)

**456.**

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[paulzrm's solution](#)

**457.**

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · last AC: 2025-03-16 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[paulzrm's solution](#)

**458.**

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2018-11-03 · last AC: 2025-03-16 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, shortest paths

[paulzrm's solution](#)

**459.**

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[paulzrm's solution](#)

**460.**

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2017-07-05 · last AC: 2025-03-02 · GNU C++11 (first AC) · Tags: dp, matrices

[paulzrm's solution](#)

**461.**

977F

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

Quality: 25,136 global accepts · Rating: 1700 · first AC: 2018-05-06 · last AC: 2025-03-01 · GNU C++ (first AC) · Tags: dp

[paulzrm's solution](#)

**462.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[paulzrm's solution](#)

**463.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[paulzrm's solution](#)

**464.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[paulzrm's solution](#)

**465.**

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[paulzrm's solution](#)

**466.**

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[paulzrm's solution](#)

**467.**

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[paulzrm's solution](#)

**468.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, math

[paulzrm's solution](#)

**469.**

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[paulzrm's solution](#)

**470.**

598D

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

Quality: 13,099 global accepts · Rating: 1700 · first AC: 2017-03-30 · last AC: 2021-06-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[paulzrm's solution](#)

**471.**

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[paulzrm's solution](#)

**472.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-30 · last AC: 2020-05-30 · GNU C++11 (first AC) · Tags: binary search, math

[paulzrm's solution](#)

**473.**

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: dp, greedy

[paulzrm's solution](#)

**474.**

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: math, number theory

[paulzrm's solution](#)

**475.**

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: games, greedy, math

[paulzrm's solution](#)

**476.**

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math  
[paulzrm's solution](#)

**477.**

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2019-04-13 · last AC: 2019-04-13 · GNU C++11 (first AC) · Tags: data structures, trees  
[paulzrm's solution](#)

**478.**

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-13 · last AC: 2019-04-06 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, strings  
[paulzrm's solution](#)

**479.**

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: implementation, math, number theory  
[paulzrm's solution](#)

**480.**

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2019-02-23 · last AC: 2019-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu  
[paulzrm's solution](#)

**481.**

409B

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

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2019-02-23 · Mysterious Language (first AC) · Tags: \*special  
[paulzrm's solution](#)

**482.**

1114C

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

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-02-11 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory  
[paulzrm's solution](#)

**483.**

1111B

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

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-04 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[paulzrm's solution](#)

**484.**

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs  
[paulzrm's solution](#)

**485.**

1087D

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

Rating: 1700 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: implementation, trees  
[paulzrm's solution](#)

**486.**

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2019-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[paulzrm's solution](#)

**487.**

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

[paulzrm's solution](#)

**488.**

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-07 · GNU C++11 (first AC) · Tags: constructive algorithms

[paulzrm's solution](#)

**489.**

101B

[Buses](#) · [Tutorial](#)

Quality: 3,195 global accepts · Rating: 1700 · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[paulzrm's solution](#)

**490.**

230D

[Planets](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-03 · GNU C++11 (first AC) · Tags: binary search, graphs, shortest paths

[paulzrm's solution](#)

**491.**

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-03 · last AC: 2018-11-03 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[paulzrm's solution](#)

**492.**

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · last AC: 2018-09-18 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[paulzrm's solution](#)

**493.**

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[paulzrm's solution](#)

**494.**

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-14 · GNU C++11 (first AC) · Tags: greedy

[paulzrm's solution](#)

**495.**

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2017-06-25 · last AC: 2018-08-07 · GNU C++11 (first AC) · Tags: implementation, strings

[paulzrm's solution](#)

**496.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2018-07-16 · GNU C++ (first AC) · Tags: dfs and similar, graphs, two pointers

[paulzrm's solution](#)

**497.**

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2018-07-14 · last AC: 2018-07-14 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs  
[paulzrm's solution](#)

**498.**

460C

[Present](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1700 · first AC: 2017-07-08 · last AC: 2018-07-08 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy  
[paulzrm's solution](#)

**499.**

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-05-13 · last AC: 2018-07-03 · GNU C++ (first AC) · Tags: greedy, implementation, sortings  
[paulzrm's solution](#)

**500.**

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings  
[paulzrm's solution](#)

**501.**

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-13 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation  
[paulzrm's solution](#)

**502.**

957D

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-27 · GNU C++ (first AC) · Tags: dp, greedy  
[paulzrm's solution](#)

**503.**

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: implementation  
[paulzrm's solution](#)

**504.**

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-06 · last AC: 2018-03-06 · GNU C++ (first AC) · Tags: implementation, math  
[paulzrm's solution](#)

**505.**

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2018-01-28 · last AC: 2018-01-29 · GNU C++ (first AC) · Tags: math, number theory  
[paulzrm's solution](#)

**506.**

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[paulzrm's solution](#)

**507.**

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,005 global accepts · Rating: 1700 · first AC: 2017-08-11 · last AC: 2017-08-11 · GNU C++ (first AC) · Tags: dp

[paulzrm's solution](#)

## 508.

699D

[Fix a Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[paulzrm's solution](#)

## 509.

465C

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

Rating: 1700 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[paulzrm's solution](#)

## 510.

127D

[Password](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-07-18 · GNU C++11 (first AC) · Tags: hashing, strings

[paulzrm's solution](#)

## 511.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2017-07-18 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[paulzrm's solution](#)

## 512.

828C

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

Rating: 1700 · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[paulzrm's solution](#)

## 513.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2017-07-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[paulzrm's solution](#)

## 514.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[paulzrm's solution](#)

## 515.

818D

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

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2017-06-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[paulzrm's solution](#)

## 516.

4D

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

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2017-06-20 · last AC: 2017-06-20 · GNU C++11 (first AC) · Tags: dp, sortings

[paulzrm's solution](#)

## 517.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1700 · first AC: 2017-06-18 · last AC: 2017-06-18 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[paulzrm's solution](#)

**518.**

769D

[K-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-06-14 · last AC: 2017-06-14 · GNU C++11 (first AC) · Tags: \*special, bitmasks, brute force, meet-in-the-middle

[paulzrm's solution](#)

**519.**

807C

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-12 · last AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[paulzrm's solution](#)

**520.**

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2017-04-29 · GNU C++ (first AC) · Tags: dp

[paulzrm's solution](#)

**521.**

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2017-03-26 · last AC: 2017-04-01 · GNU C++11 (first AC) · Tags: data structures, expression parsing, implementation

[paulzrm's solution](#)

**522.**

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-16 · last AC: 2017-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, math

[paulzrm's solution](#)

**523.**

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1700 · first AC: 2016-11-01 · last AC: 2017-01-20 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[paulzrm's solution](#)

**524.**

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-20 · last AC: 2017-01-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, implementation, math

[paulzrm's solution](#)

**525.**

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[paulzrm's solution](#)

**526.**

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[paulzrm's solution](#)

**527.**

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[paulzrm's solution](#)

**528.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2019-02-06 · last AC: 2025-04-26 · GNU C++11 (first AC) · Tags: bitmasks, dp  
[paulzrm's solution](#)

**529.**

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2017-04-28 · last AC: 2025-01-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[paulzrm's solution](#)

**530.**

2043D

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

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory  
[paulzrm's solution](#)

**531.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · last AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers  
[paulzrm's solution](#)

**532.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[paulzrm's solution](#)

**533.**

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers  
[paulzrm's solution](#)

**534.**

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: binary search, bitmasks, greedy, implementation  
[paulzrm's solution](#)

**535.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings  
[paulzrm's solution](#)

**536.**

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings  
[paulzrm's solution](#)

**537.**

1552D

[Array Differentiation](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math  
[paulzrm's solution](#)

**538.**

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2018-07-20 · last AC: 2021-06-21 · GNU C++ (first AC) · Tags: greedy, sortings  
[paulzrm's solution](#)

**539.**

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings  
[paulzrm's solution](#)

**540.**

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-31 · PyPy 3 (first AC) · Tags: brute force, games, greedy, implementation  
[paulzrm's solution](#)

**541.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: dp  
[paulzrm's solution](#)

**542.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings  
[paulzrm's solution](#)

**543.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, two pointers  
[paulzrm's solution](#)

**544.**

911D

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

Quality: 5,108 global accepts · Rating: 1800 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: brute force, math  
[paulzrm's solution](#)

**545.**

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: combinatorics  
[paulzrm's solution](#)

**546.**

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: games  
[paulzrm's solution](#)

**547.**

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory  
[paulzrm's solution](#)

**548.**

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: data structures, implementation

[paulzrm's solution](#)

**549.**

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2019-02-03 · last AC: 2019-03-09 · GNU C++11 (first AC) · Tags: dp

[paulzrm's solution](#)

**550.**

801D

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-01-27 · last AC: 2019-01-27 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy

[paulzrm's solution](#)

**551.**

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-01-27 · last AC: 2019-01-27 · GNU C++11 (first AC) · Tags: binary search, math

[paulzrm's solution](#)

**552.**

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,207 global accepts · Rating: 1800 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[paulzrm's solution](#)

**553.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2018-10-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[paulzrm's solution](#)

**554.**

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, interactive

[paulzrm's solution](#)

**555.**

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[paulzrm's solution](#)

**556.**

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[paulzrm's solution](#)

**557.**

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[paulzrm's solution](#)

**558.**

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2017-08-15 · last AC: 2018-06-18 · GNU C++ (first AC) · Tags: dp, graphs

[paulzrm's solution](#)

**559.**

777D

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

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2018-06-14 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, strings

[paulzrm's solution](#)

**560.**

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[paulzrm's solution](#)

**561.**

964C

[Alternating Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-04-18 · GNU C++ (first AC) · Tags: math, matrices, number theory

[paulzrm's solution](#)

**562.**

275D

[Zero Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-02-05 · last AC: 2018-02-05 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[paulzrm's solution](#)

**563.**

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2018-01-13 · last AC: 2018-01-13 · GNU C++ (first AC) · Tags: dp, hashing, strings

[paulzrm's solution](#)

**564.**

913D

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

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-09 · last AC: 2018-01-09 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[paulzrm's solution](#)

**565.**

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-30 · GNU C++ (first AC) · Tags: dp

[paulzrm's solution](#)

**566.**

200D

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

Quality: 1,054 global accepts · Rating: 1800 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: binary search, brute force, expression parsing, implementation

[paulzrm's solution](#)

**567.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2017-08-15 · last AC: 2017-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[paulzrm's solution](#)

**568.**

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-13 · last AC: 2017-07-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[paulzrm's solution](#)

**569.**

828D

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-13 · last AC: 2017-07-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[paulzrm's solution](#)

**570.**

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2017-07-05 · last AC: 2017-07-05 · GNU C++11 (first AC) · Tags: binary search, greedy  
[paulzrm's solution](#)

**571.**

200C

[Football Championship](#) · [Tutorial](#)

Quality: 1,108 global accepts · Rating: 1800 · first AC: 2017-07-05 · last AC: 2017-07-05 · GNU C++11 (first AC) · Tags: brute force, implementation  
[paulzrm's solution](#)

**572.**

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-06-06 · GNU C++11 (first AC) · Tags: brute force, math  
[paulzrm's solution](#)

**573.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2017-05-21 · last AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[paulzrm's solution](#)

**574.**

88D

[Vasya and Types](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: implementation  
[paulzrm's solution](#)

**575.**

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2017-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, expression parsing, greedy, math  
[paulzrm's solution](#)

**576.**

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp  
[paulzrm's solution](#)

**577.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2017-07-02 · last AC: 2026-03-08 · GNU C++11 (first AC) · Tags: dp  
[paulzrm's solution](#)

**578.**

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,900 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[paulzrm's solution](#)

**579.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings  
[paulzrm's solution](#)

**580.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,543 global accepts · Rating: 1900 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, probabilities  
[paulzrm's solution](#)

**581.**

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive  
[paulzrm's solution](#)

**582.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees  
[paulzrm's solution](#)

**583.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers  
[paulzrm's solution](#)

**584.**

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation  
[paulzrm's solution](#)

**585.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[paulzrm's solution](#)

**586.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers  
[paulzrm's solution](#)

**587.**

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy  
[paulzrm's solution](#)

**588.**

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: combinatorics, math  
[paulzrm's solution](#)

**589.**

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[paulzrm's solution](#)

**590.**

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: bitmasks, trees

[paulzrm's solution](#)

**591.**

1424B

[Valuable Paper](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: binary search, flows, graph matchings

[paulzrm's solution](#)

**592.**

1243D

[0-1 MST](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-11-06 · last AC: 2019-11-07 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, two pointers

[paulzrm's solution](#)

**593.**

1245D

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

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[paulzrm's solution](#)

**594.**

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[paulzrm's solution](#)

**595.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: bitmasks, interactive, math

[paulzrm's solution](#)

**596.**

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,864 global accepts · Rating: 1900 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: graphs, trees

[paulzrm's solution](#)

**597.**

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: data structures

[paulzrm's solution](#)

**598.**

1114D

[Flood Fill](#) · [Tutorial](#)

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

[paulzrm's solution](#)

**599.**

535D

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

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2019-02-06 · last AC: 2019-02-06 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures, strings

[paulzrm's solution](#)

**600.**

835D

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

Quality: 4,661 global accepts · Rating: 1900 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, strings  
[paulzrm's solution](#)

**601.**

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1900 · first AC: 2017-07-04 · last AC: 2019-01-31 · GNU C++11 (first AC) · Tags: dp  
[paulzrm's solution](#)

**602.**

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2017-02-03 · last AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation, strings  
[paulzrm's solution](#)

**603.**

914D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: data structures, number theory  
[paulzrm's solution](#)

**604.**

1013E

[Hills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-07-31 · last AC: 2018-07-31 · GNU C++11 (first AC) · Tags: dp  
[paulzrm's solution](#)

**605.**

1013D

[Chemical table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-07-31 · last AC: 2018-07-31 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, matrices  
[paulzrm's solution](#)

**606.**

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2017-08-01 · last AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu  
[paulzrm's solution](#)

**607.**

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-07-10 · last AC: 2018-07-14 · GNU C++ (first AC) · Tags: dp  
[paulzrm's solution](#)

**608.**

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2018-07-12 · last AC: 2018-07-12 · GNU C++ (first AC) · Tags: binary search, bitmasks, greedy  
[paulzrm's solution](#)

**609.**

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 1900 · first AC: 2017-07-06 · last AC: 2018-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, two pointers  
[paulzrm's solution](#)

**610.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2018-03-31 · last AC: 2018-07-04 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees  
[paulzrm's solution](#)

**611.**

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[paulzrm's solution](#)

**612.**

999D

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

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2018-06-22 · last AC: 2018-06-22 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation  
[paulzrm's solution](#)

**613.**

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: dp  
[paulzrm's solution](#)

**614.**

192E

[Fools and Roads](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-03-31 · last AC: 2018-04-07 · GNU C++ (first AC) · Tags: data structures, trees  
[paulzrm's solution](#)

**615.**

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 1900 · first AC: 2018-03-17 · GNU C++ (first AC) · Tags: dp, strings  
[paulzrm's solution](#)

**616.**

149D

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

Quality: 4,614 global accepts · Rating: 1900 · first AC: 2018-01-20 · GNU C++ (first AC) · Tags: dp  
[paulzrm's solution](#)

**617.**

608D

[Zuma](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-01-06 · GNU C++ (first AC) · Tags: dp  
[paulzrm's solution](#)

**618.**

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers  
[paulzrm's solution](#)

**619.**

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2017-08-30 · last AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[paulzrm's solution](#)

**620.**

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2017-08-13 · last AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[paulzrm's solution](#)

**621.**

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,388 global accepts · Rating: 1900 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: shortest paths

[paulzrm's solution](#)

**622.**

20C

[Dijkstra? · Tutorial](#)

Quality: 46,904 global accepts · Rating: 1900 · first AC: 2017-06-28 · last AC: 2017-08-04 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[paulzrm's solution](#)

**623.**

731F

[Video Cards · Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2017-07-26 · last AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[paulzrm's solution](#)

**624.**

19B

[Checkout Assistant · Tutorial](#)

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2017-06-27 · last AC: 2017-06-27 · GNU C++11 (first AC) · Tags: dp

[paulzrm's solution](#)

**625.**

730J

[Bottles · Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2017-06-19 · last AC: 2017-06-19 · GNU C++11 (first AC) · Tags: dp

[paulzrm's solution](#)

**626.**

803C

[Maximal GCD · Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2017-05-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[paulzrm's solution](#)

**627.**

2172I

[Birthday · Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[paulzrm's solution](#)

**628.**

600D

[Area of Two Circles' Intersection · Tutorial](#)

Quality: 2,706 global accepts · Rating: 2000 · first AC: 2021-06-21 · last AC: 2025-07-12 · GNU C++11 (first AC) · Tags: geometry

[paulzrm's solution](#)

**629.**

1070C

[Cloud Computing · Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[paulzrm's solution](#)

**630.**

877E

[Danil and a Part-time Job · Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2020-03-28 · last AC: 2025-03-23 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[paulzrm's solution](#)

**631.**

490E

[Restoring Increasing Sequence · Tutorial](#)

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[paulzrm's solution](#)

**632.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[paulzrm's solution](#)

**633.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[paulzrm's solution](#)

**634.**

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2017-08-05 · last AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[paulzrm's solution](#)

**635.**

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[paulzrm's solution](#)

**636.**

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings

[paulzrm's solution](#)

**637.**

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[paulzrm's solution](#)

**638.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[paulzrm's solution](#)

**639.**

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[paulzrm's solution](#)

**640.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-23 · last AC: 2021-07-24 · GNU C++11 (first AC) · Tags: binary search, brute force, dp

[paulzrm's solution](#)

**641.**

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 2000 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[paulzrm's solution](#)

**642.**

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: dp, greedy, strings, trees

[paulzrm's solution](#)

**643.**

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 2000 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: brute force, dp

[paulzrm's solution](#)

**644.**

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2017-07-09 · last AC: 2020-10-19 · GNU C++11 (first AC) · Tags: binary search, dp

[paulzrm's solution](#)

**645.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[paulzrm's solution](#)

**646.**

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-06-06 · last AC: 2020-06-06 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[paulzrm's solution](#)

**647.**

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[paulzrm's solution](#)

**648.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[paulzrm's solution](#)

**649.**

1143E

[Lynyrd Skynyrd](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[paulzrm's solution](#)

**650.**

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2018-10-03 · last AC: 2019-02-07 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings, two pointers

[paulzrm's solution](#)

**651.**

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: binary search, interactive, math

[paulzrm's solution](#)

**652.**

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: data structures

[paulzrm's solution](#)

**653.**

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2018-10-03 · last AC: 2018-10-03 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[paulzrm's solution](#)

**654.**

27E

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

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2018-08-31 · last AC: 2018-08-31 · GNU C++ (first AC) · Tags: brute force, dp, number theory

[paulzrm's solution](#)

**655.**

1020D

[The hat](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-08-14 · GNU C++11 (first AC) · Tags: binary search, interactive

[paulzrm's solution](#)

**656.**

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2017-04-15 · last AC: 2018-08-03 · GNU C++ (first AC) · Tags: brute force

[paulzrm's solution](#)

**657.**

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2018-07-23 · GNU C++11 (first AC) · Tags: graphs, implementation, shortest paths

[paulzrm's solution](#)

**658.**

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2018-07-22 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[paulzrm's solution](#)

**659.**

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2018-07-11 · last AC: 2018-07-11 · GNU C++ (first AC) · Tags: binary search, math, two pointers

[paulzrm's solution](#)

**660.**

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[paulzrm's solution](#)

**661.**

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2018-06-15 · GNU C++ (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[paulzrm's solution](#)

**662.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math  
[paulzrm's solution](#)

**663.**

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2018-05-05 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[paulzrm's solution](#)

**664.**

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2000 · first AC: 2018-05-01 · GNU C++ (first AC) · Tags: dp, graphs

[paulzrm's solution](#)

**665.**

964D

[Destruction of a Tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-04-18 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[paulzrm's solution](#)

**666.**

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2018-03-27 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, two pointers

[paulzrm's solution](#)

**667.**

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-26 · GNU C++11 (first AC) · Tags: dp, sortings

[paulzrm's solution](#)

**668.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[paulzrm's solution](#)

**669.**

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 2000 · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[paulzrm's solution](#)

**670.**

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[paulzrm's solution](#)

**671.**

361D

[Levko and Array](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-07-09 · GNU C++11 (first AC) · Tags: binary search, dp

[paulzrm's solution](#)

**672.**

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2017-07-06 · last AC: 2017-07-07 · GNU C++11 (first AC) · Tags: dfs and similar

[paulzrm's solution](#)

**673.**

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2017-07-01 · last AC: 2017-07-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[paulzrm's solution](#)

**674.**

47C

[Crossword](#) · [Tutorial](#)

Quality: 868 global accepts · Rating: 2000 · first AC: 2017-05-28 · last AC: 2017-05-28 · GNU C++11 (first AC) · Tags: implementation

[paulzrm's solution](#)

**675.**

31D

[Chocolate](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2000 · first AC: 2016-10-06 · last AC: 2017-05-14 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[paulzrm's solution](#)

**676.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2017-04-21 · last AC: 2017-04-21 · GNU C++ (first AC) · Tags: dp, math

[paulzrm's solution](#)

**677.**

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[paulzrm's solution](#)

**678.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · last AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[paulzrm's solution](#)

**679.**

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[paulzrm's solution](#)

**680.**

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[paulzrm's solution](#)

**681.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[paulzrm's solution](#)

**682.**

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[paulzrm's solution](#)

**683.**

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[paulzrm's solution](#)

**684.**

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[paulzrm's solution](#)

**685.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2021-06-22 · last AC: 2021-06-22 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[paulzrm's solution](#)

**686.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[paulzrm's solution](#)

**687.**

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, number theory

[paulzrm's solution](#)

**688.**

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[paulzrm's solution](#)

**689.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-29 · GNU C++11 (first AC) · Tags: data structures, geometry, greedy

[paulzrm's solution](#)

**690.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2019-12-20 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[paulzrm's solution](#)

**691.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[paulzrm's solution](#)

**692.**

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math

[paulzrm's solution](#)

**693.**

498C

[Array and Operations](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: flows, graph matchings, number theory  
[paulzrm's solution](#)

**694.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2018-02-12 · last AC: 2019-11-07 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, graphs  
[paulzrm's solution](#)

**695.**

1207F

[Remainder Problem](#) · [Tutorial](#)

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation  
[paulzrm's solution](#)

**696.**

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2017-06-27 · last AC: 2019-03-02 · GNU C++11 (first AC) · Tags: bitmasks, dp, dsu  
[paulzrm's solution](#)

**697.**

112E

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

Rating: 2100 · first AC: 2017-06-27 · last AC: 2019-02-23 · GNU C++11 (first AC) · Tags: bitmasks, dp  
[paulzrm's solution](#)

**698.**

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2100 · first AC: 2019-02-01 · last AC: 2019-02-01 · GNU C++11 (first AC) · Tags: data structures, strings  
[paulzrm's solution](#)

**699.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2017-08-04 · last AC: 2018-11-07 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees  
[paulzrm's solution](#)

**700.**

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-10-30 · last AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees  
[paulzrm's solution](#)

**701.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2018-10-05 · last AC: 2018-10-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees  
[paulzrm's solution](#)

**702.**

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2018-08-25 · GNU C++ (first AC) · Tags: data structures, math  
[paulzrm's solution](#)

**703.**

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2018-07-11 · GNU C++ (first AC) · Tags: dp, two pointers

[paulzrm's solution](#)

**704.**

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[paulzrm's solution](#)

**705.**

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-06-10 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, math

[paulzrm's solution](#)

**706.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2018-06-09 · last AC: 2018-06-09 · GNU C++ (first AC) · Tags: data structures, math, number theory

[paulzrm's solution](#)

**707.**

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[paulzrm's solution](#)

**708.**

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[paulzrm's solution](#)

**709.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[paulzrm's solution](#)

**710.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2017-08-11 · last AC: 2017-08-12 · GNU C++ (first AC) · Tags: dp, math

[paulzrm's solution](#)

**711.**

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2017-08-03 · last AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[paulzrm's solution](#)

**712.**

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[paulzrm's solution](#)

**713.**

253E

[Printer](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2200 · first AC: 2017-11-05 · last AC: 2025-01-13 · GNU C++ (first AC) · Tags: binary search, data structures, implementation, sortings

[paulzrm's solution](#)

**714.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[paulzrm's solution](#)

**715.**

1505I

[Mysterious language again, seriously?](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2200 · first AC: 2022-03-30 · Secret 2021 (first AC) · Tags: \*special

[paulzrm's solution](#)

**716.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[paulzrm's solution](#)

**717.**

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[paulzrm's solution](#)

**718.**

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2021-09-29 · last AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[paulzrm's solution](#)

**719.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[paulzrm's solution](#)

**720.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2021-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[paulzrm's solution](#)

**721.**

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[paulzrm's solution](#)

**722.**

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[paulzrm's solution](#)

**723.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[paulzrm's solution](#)

**724.**

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: binary search, two pointers

[paulzrm's solution](#)

**725.**

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2020-12-21 · last AC: 2021-06-22 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[paulzrm's solution](#)

**726.**

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[paulzrm's solution](#)

**727.**

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2020-05-03 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[paulzrm's solution](#)

**728.**

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[paulzrm's solution](#)

**729.**

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: brute force, data structures

[paulzrm's solution](#)

**730.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[paulzrm's solution](#)

**731.**

1278E

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

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[paulzrm's solution](#)

**732.**

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2019-11-06 · last AC: 2019-11-09 · GNU C++11 (first AC) · Tags: data structures, math

[paulzrm's solution](#)

**733.**

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-11-09 · GNU C++11 (first AC) · Tags: dp, trees

[paulzrm's solution](#)

**734.**

1140E

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

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[paulzrm's solution](#)

**735.**

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: data structures, implementation

[paulzrm's solution](#)

**736.**

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[paulzrm's solution](#)

**737.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2018-06-16 · last AC: 2019-04-20 · GNU C++ (first AC) · Tags: data structures

[paulzrm's solution](#)

**738.**

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2019-03-24 · last AC: 2019-03-24 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[paulzrm's solution](#)

**739.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-08 · last AC: 2019-03-02 · GNU C++11 (first AC) · Tags: dp

[paulzrm's solution](#)

**740.**

526D

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

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2018-12-13 · last AC: 2019-02-15 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[paulzrm's solution](#)

**741.**

1114E

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

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

[paulzrm's solution](#)

**742.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[paulzrm's solution](#)

**743.**

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2019-02-07 · last AC: 2019-02-07 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[paulzrm's solution](#)

#### 744.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2019-02-06 · GNU C++11 (first AC) · Tags: dp

[paulzrm's solution](#)

#### 745.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

[paulzrm's solution](#)

#### 746.

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2018-07-19 · last AC: 2018-08-06 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[paulzrm's solution](#)

#### 747.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[paulzrm's solution](#)

#### 748.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2017-08-11 · last AC: 2018-07-27 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[paulzrm's solution](#)

#### 749.

551C

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

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2017-10-02 · last AC: 2018-07-08 · GNU C++11 (first AC) · Tags: binary search, greedy

[paulzrm's solution](#)

#### 750.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2018-05-01 · GNU C++ (first AC) · Tags: bitmasks, dp, graphs

[paulzrm's solution](#)

#### 751.

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2018-03-10 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[paulzrm's solution](#)

#### 752.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[paulzrm's solution](#)

#### 753.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, sortings, trees

[paulzrm's solution](#)

**754.**

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, sortings  
[paulzrm's solution](#)

**755.**

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation  
[paulzrm's solution](#)

**756.**

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2026-01-21 · last AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu  
[paulzrm's solution](#)

**757.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings  
[paulzrm's solution](#)

**758.**

2028E

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

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

**759.**

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings  
[paulzrm's solution](#)

**760.**

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings  
[paulzrm's solution](#)

**761.**

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp  
[paulzrm's solution](#)

**762.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees  
[paulzrm's solution](#)

**763.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: geometry, sortings  
[paulzrm's solution](#)

**764.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[paulzrm's solution](#)

### 765.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2020-12-21 · last AC: 2020-12-21 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, trees

[paulzrm's solution](#)

### 766.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: dp, trees

[paulzrm's solution](#)

### 767.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[paulzrm's solution](#)

### 768.

1397E

[Monster Invaders](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: dp, greedy

[paulzrm's solution](#)

### 769.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[paulzrm's solution](#)

### 770.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: flows, graph matchings

[paulzrm's solution](#)

### 771.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: flows

[paulzrm's solution](#)

### 772.

915E

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

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[paulzrm's solution](#)

### 773.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2019-02-23 · last AC: 2019-02-23 · GNU C++11 (first AC) · Tags: brute force, dp

[paulzrm's solution](#)

### 774.

143E

[Help Caretaker](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**775.**

801E

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

Rating: 2300 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[paulzrm's solution](#)

**776.**

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: hashing, strings

[paulzrm's solution](#)

**777.**

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: data structures, dp, dsu

[paulzrm's solution](#)

**778.**

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2018-08-25 · GNU C++ (first AC) · Tags: dp, math, probabilities

[paulzrm's solution](#)

**779.**

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2017-05-06 · last AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[paulzrm's solution](#)

**780.**

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[paulzrm's solution](#)

**781.**

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-02 · Python 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[paulzrm's solution](#)

**782.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[paulzrm's solution](#)

**783.**

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[paulzrm's solution](#)

**784.**

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: flows

[paulzrm's solution](#)

**785.**

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2019-03-16 · last AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[paulzrm's solution](#)

**786.**

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[paulzrm's solution](#)

**787.**

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[paulzrm's solution](#)

**788.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[paulzrm's solution](#)

**789.**

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[paulzrm's solution](#)

**790.**

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2021-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[paulzrm's solution](#)

**791.**

913E

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

Quality: 884 global accepts · Rating: 2400 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths

[paulzrm's solution](#)

**792.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft, math

[paulzrm's solution](#)

**793.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[paulzrm's solution](#)

**794.**

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2020-05-25 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[paulzrm's solution](#)

**795.**

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2400 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, matrices  
[paulzrm's solution](#)

**796.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: data structures, two pointers  
[paulzrm's solution](#)

**797.**

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2020-02-29 · GNU C++11 (first AC) · Tags: data structures  
[paulzrm's solution](#)

**798.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer  
[paulzrm's solution](#)

**799.**

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2017-08-13 · last AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings  
[paulzrm's solution](#)

**800.**

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2019-02-11 · GNU C++11 (first AC) · Tags: dp, probabilities, two pointers  
[paulzrm's solution](#)

**801.**

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-31 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings  
[paulzrm's solution](#)

**802.**

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures  
[paulzrm's solution](#)

**803.**

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2017-04-25 · last AC: 2018-11-07 · GNU C++ (first AC) · Tags: greedy, implementation, math  
[paulzrm's solution](#)

**804.**

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2018-10-23 · last AC: 2018-10-23 · GNU C++11 (first AC) · Tags: number theory  
[paulzrm's solution](#)

**805.**

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings  
[paulzrm's solution](#)

**806.**

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[paulzrm's solution](#)

**807.**

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[paulzrm's solution](#)

**808.**

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[paulzrm's solution](#)

**809.**

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[paulzrm's solution](#)

**810.**

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dsu

[paulzrm's solution](#)

**811.**

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[paulzrm's solution](#)

**812.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[paulzrm's solution](#)

**813.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[paulzrm's solution](#)

**814.**

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[paulzrm's solution](#)

**815.**

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[paulzrm's solution](#)

**816.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-01-30 · last AC: 2021-01-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[paulzrm's solution](#)

**817.**

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2020-12-14 · last AC: 2020-12-14 · GNU C++11 (first AC) · Tags: dp

[paulzrm's solution](#)

**818.**

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, implementation

[paulzrm's solution](#)

**819.**

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[paulzrm's solution](#)

**820.**

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: bitmasks, dp, implementation

[paulzrm's solution](#)

**821.**

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2019-02-03 · last AC: 2020-02-01 · GNU C++11 (first AC) · Tags: bitmasks, dp

[paulzrm's solution](#)

**822.**

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2020-01-14 · last AC: 2020-01-14 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[paulzrm's solution](#)

**823.**

152E

[Garden](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2500 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[paulzrm's solution](#)

**824.**

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2019-02-06 · last AC: 2019-02-07 · GNU C++11 (first AC) · Tags: hashing, strings

[paulzrm's solution](#)

**825.**

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2019-02-06 · GNU C++11 (first AC) · Tags: dp, trees

[paulzrm's solution](#)

**826.**

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2019-02-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, probabilities, trees  
[paulzrm's solution](#)

**827.**

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2018-08-29 · last AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[paulzrm's solution](#)

**828.**

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2018-08-08 · last AC: 2018-08-14 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[paulzrm's solution](#)

**829.**

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2018-07-18 · last AC: 2018-07-19 · GNU C++11 (first AC) · Tags: dp, dsu, graphs

[paulzrm's solution](#)

**830.**

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2017-09-04 · last AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[paulzrm's solution](#)

**831.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2017-07-06 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[paulzrm's solution](#)

**832.**

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[paulzrm's solution](#)

**833.**

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · last AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[paulzrm's solution](#)

**834.**

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[paulzrm's solution](#)

**835.**

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[paulzrm's solution](#)

**836.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number

theory, probabilities

[paulzrm's solution](#)

**837.**

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[paulzrm's solution](#)

**838.**

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[paulzrm's solution](#)

**839.**

201D

[Brand New Problem](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2020-12-04 · last AC: 2020-12-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[paulzrm's solution](#)

**840.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive, math

[paulzrm's solution](#)

**841.**

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-07-22 · last AC: 2020-07-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp

[paulzrm's solution](#)

**842.**

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-19 · last AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[paulzrm's solution](#)

**843.**

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[paulzrm's solution](#)

**844.**

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: dp, graphs

[paulzrm's solution](#)

**845.**

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[paulzrm's solution](#)

**846.**

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2019-03-24 · last AC: 2019-03-29 · GNU C++11 (first AC) · Tags: dp, expression parsing

[paulzrm's solution](#)

**847.**

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,948 global accepts · Rating: 2600 · first AC: 2019-03-23 · last AC: 2019-03-23 · GNU C++11 (first AC) · Tags: greedy

[paulzrm's solution](#)

**848.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2019-02-09 · last AC: 2019-02-09 · GNU C++11 (first AC) · Tags: data structures, trees

[paulzrm's solution](#)

**849.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[paulzrm's solution](#)

**850.**

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2019-01-29 · GNU C++11 (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[paulzrm's solution](#)

**851.**

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2018-09-04 · GNU C++ (first AC) · Tags: data structures

[paulzrm's solution](#)

**852.**

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2018-08-29 · last AC: 2018-08-29 · GNU C++ (first AC) · Tags: data structures

[paulzrm's solution](#)

**853.**

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2018-07-19 · last AC: 2018-07-20 · GNU C++ (first AC) · Tags: data structures, dp, graphs, sortings

[paulzrm's solution](#)

**854.**

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[paulzrm's solution](#)

**855.**

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2700 · first AC: 2021-07-31 · last AC: 2022-03-24 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[paulzrm's solution](#)

**856.**

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[paulzrm's solution](#)

**857.**

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings  
[paulzrm's solution](#)

**858.**

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees  
[paulzrm's solution](#)

**859.**

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-02-24 · last AC: 2021-12-10 · GNU C++11 (first AC) · Tags: data structures, hashing, strings, two pointers  
[paulzrm's solution](#)

**860.**

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, string suffix structures  
[paulzrm's solution](#)

**861.**

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: binary search, data structures  
[paulzrm's solution](#)

**862.**

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2018-09-08 · GNU C++11 (first AC) · Tags: brute force, combinatorics  
[paulzrm's solution](#)

**863.**

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2018-08-29 · GNU C++ (first AC) · Tags: data structures, graphs  
[paulzrm's solution](#)

**864.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: data structures  
[paulzrm's solution](#)

**865.**

838D

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

Quality: 1,139 global accepts · Rating: 2700 · first AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[paulzrm's solution](#)

**866.**

2172N

[New Kingdom](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2800 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation  
[paulzrm's solution](#)

**867.**

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[paulzrm's solution](#)

**868.**

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2021-11-06 · last AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[paulzrm's solution](#)

**869.**

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: data structures, strings, trees

[paulzrm's solution](#)

**870.**

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: graphs

[paulzrm's solution](#)

**871.**

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2020-10-31 · last AC: 2020-10-31 · GNU C++11 (first AC) · Tags: data structures, trees

[paulzrm's solution](#)

**872.**

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[paulzrm's solution](#)

**873.**

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[paulzrm's solution](#)

**874.**

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[paulzrm's solution](#)

**875.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: dp

[paulzrm's solution](#)

**876.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[paulzrm's solution](#)

**877.**

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2020-02-28 · last AC: 2020-06-21 · GNU C++11 (first AC) · Tags: binary search, dp, strings

[paulzrm's solution](#)

**878.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: data structures

[paulzrm's solution](#)

**879.**

79D

[Password](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2800 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths

[paulzrm's solution](#)

**880.**

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2019-02-18 · last AC: 2020-06-21 · GNU C++11 (first AC) · Tags: strings

[paulzrm's solution](#)

**881.**

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[paulzrm's solution](#)

**882.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2019-12-04 · GNU C++11 (first AC) · Tags: dp, games

[paulzrm's solution](#)

**883.**

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[paulzrm's solution](#)

**884.**

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2020-10-12 · last AC: 2020-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[paulzrm's solution](#)

**885.**

1020E

[Sergey's problem](#) · [Tutorial](#)

Rating: 3000 · first AC: 2018-08-14 · GNU C++11 (first AC) · Tags: graphs

[paulzrm's solution](#)

**886.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2021-09-16 · last AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[paulzrm's solution](#)

**887.**

679E

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

Quality: 820 global accepts · Rating: 3100 · first AC: 2018-08-30 · last AC: 2020-06-21 · GNU C++ (first AC) · Tags: data structures

[paulzrm's solution](#)

**888.**

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, string suffix structures,

strings

[paulzrm's solution](#)

**889.**

585F

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

Quality: 798 global accepts · Rating: 3200 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[paulzrm's solution](#)

**890.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[paulzrm's solution](#)

**891.**

1423N

[BubbleSquare Tokens](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3500 · first AC: 2020-11-14 · last AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[paulzrm's solution](#)

**892.**

105949B

[Ternary](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[paulzrm's solution](#)

**893.**

105949L

[abc](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[paulzrm's solution](#)

**894.**

105949C

[Optimal Time](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[paulzrm's solution](#)

**895.**

105949K

[Point Divide and Conquer](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[paulzrm's solution](#)

**896.**

105949J

[Sichuan Provincial Contest](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[paulzrm's solution](#)

**897.**

105949G

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

Rating: — · first AC: 2026-04-09 · last AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[paulzrm's solution](#)

**898.**

105949A

[Minimum Product](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**899.**

105949I

[Essentially Different Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[paulzrm's solution](#)

**900.**

105949F

[Inversion Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[paulzrm's solution](#)

**901.**

105949H

[Hututu](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[paulzrm's solution](#)

**902.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, strings

[paulzrm's solution](#)

**903.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, graph matchings, implementation

[paulzrm's solution](#)

**904.**

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[paulzrm's solution](#)

**905.**

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**906.**

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**907.**

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[paulzrm's solution](#)

**908.**

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**909.**

104128F

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**910.**

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[paulzrm's solution](#)

**911.**

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[paulzrm's solution](#)

**912.**

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**913.**

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[paulzrm's solution](#)

**914.**

104128I

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

Rating: — · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**915.**

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**916.**

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[paulzrm's solution](#)

**917.**

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[paulzrm's solution](#)

**918.**

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**919.**

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**920.**

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[paulzrm's solution](#)

**921.**

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**922.**

104768J

[The Phantom Menace](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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**923.**

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**924.**

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**925.**

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**926.**

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**927.**

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**928.**

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**929.**

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**930.**

106161I

[Inside Triangle](#) · [Tutorial](#)

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

[paulzrm's solution](#)

**931.**

106161K

[K-Coverage](#) · [Tutorial](#)

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

[paulzrm's solution](#)

**932.**

106161D

[Deductive Snooker Scoring](#) · [Tutorial](#)

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



[paulzrm's solution](#)

**944.**

104725F

[g T M S G \[ P ^ R](#)

Rating: — · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**945.**

104725K

[RSP](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**946.**

104725L

[Q T o n b](#)

Rating: — · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**947.**

104787B

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

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**948.**

104787I

[Phony](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**949.**

104787M

[Inverted](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**950.**

104787D

[Yet Another Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**951.**

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**952.**

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**953.**

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**954.**

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**955.**

105459I

[A Brand New Geometric Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · last AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[paulzrm's solution](#)

**956.**

105459B

[Concave Hull](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · last AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**957.**

105459A

[Build a Computer](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**958.**

105459E

[Marble Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**959.**

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[paulzrm's solution](#)

**960.**

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**961.**

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**962.**

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**963.**

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**964.**

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**965.**

105484M

[Ordainer of Inexorable Judgment](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**966.**

105484I

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**967.**

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**968.**

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**969.**

105484C

[Topology](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**970.**

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**971.**

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**972.**

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**973.**

105161H

[Real Estate Is All Around](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**974.**

105161B

[Area of the Devil](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**975.**

105161D

[City Bloxx](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**976.**

105161J

[Tile Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**977.**

105161C

[Radio Direction Finding](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**978.**

105161E

[Divide](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**979.**

105161K

[Number Deletion Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**980.**

105161I

[Integer Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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**981.**

105161G

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**982.**

105161F

[Download Speed Monitor](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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**983.**

105911L

[Renaissance](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**984.**

105911H

[Bingo Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**985.**

105911C

[Osiris](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**986.**

105911E

[God's String on This Wonderful World](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**987.**

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**988.**

105911I

[Dating Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**989.**

105911D

[Virtuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**990.**

105911F

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

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**991.**

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**992.**

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

**993.**

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · Python 3 (first AC) · Tags: —

[paulzrm's solution](#)

**994.**

2095I

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

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, expression parsing, number theory

[paulzrm's solution](#)

**995.**

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, geometry

[paulzrm's solution](#)

**996.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, geometry

[paulzrm's solution](#)

**997.**

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, number theory

[paulzrm's solution](#)

**998.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-01 · Python 3 (first AC) · Tags: \*special, games, interactive

[paulzrm's solution](#)

**999.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · Python 3 (first AC) · Tags: \*special, string suffix structures

[paulzrm's solution](#)

**1000.**

1952A

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

Quality: 14,102 global accepts · Rating: — · first AC: 2025-03-30 · PyPy 3 (first AC) · Tags: \*special, strings

[paulzrm's solution](#)

**1001.**

undefined134

[Centroid](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-11 · last AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[paulzrm's solution](#)

**1002.**

undefined148

[B-Station](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[paulzrm's solution](#)

**1003.**

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**1004.**

105486K

[Magical Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**1005.**

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**1006.**

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**1007.**

105486J

[Grand Prix of Balance](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**1008.**

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

**1009.**

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

### 1010.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

### 1011.

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

### 1012.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

### 1013.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

### 1014.

105657M

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

Rating: — · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

### 1015.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

### 1016.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

### 1017.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

### 1018.

105336F

[S \[Partial\]](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

### 1019.

105336A

[Q](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

### 1020.

105336I

[b-Turn](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

### 1021.

105336G

[Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

### 1022.

105336E

[Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

### 1023.

105336J

[Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

### 1024.

105336D

[Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

### 1025.

105336B

[Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

### 1026.

105336L

[Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[paulzrm's solution](#)

### 1027.

105336K

[Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[paulzrm's solution](#)

### 1028.

1663C

[P Ö: Verdon Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · PyPy 3 (first AC) · Tags: \*special, implementation, math

[paulzrm's solution](#)

### 1029.

1663A

[Who Tested? · Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: \*special, expression parsing, trees

[paulzrm's solution](#)

### 1030.

1663B

[Mike's Sequence · Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, divide and conquer, implementation, math

[paulzrm's solution](#)

### 1031.

undefined438

[The Glorious Karlutka River =\) · Tutorial](#)

Rating: — · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[paulzrm's solution](#)

**1032.**

102059K

[Interesting Drug](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1033.**

100345D

[Currency Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1034.**

undefined187

[Twist and whirl -- want to cheat](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · last AC: 2020-07-28 · GNU C++11 (first AC) · Tags: \*special

[paulzrm's solution](#)

**1035.**

undefined200

[Cracking RSA](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1036.**

undefined223

[Little Kings](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · last AC: 2020-07-20 · GNU C++11 (first AC) · Tags: \*special

[paulzrm's solution](#)

**1037.**

undefined210

[Beloved Sons](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: \*special

[paulzrm's solution](#)

**1038.**

101196H

[Vin Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1039.**

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1040.**

undefined215

[PL/Cool](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-26 · GNU C++11 (first AC) · Tags: \*special

[paulzrm's solution](#)

**1041.**

100825F

[Transportation Delegation](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-08 · last AC: 2019-12-08 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1042.**

100217C

[Express Trains](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · last AC: 2019-11-14 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1043.**

100217J

[Tree Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · last AC: 2019-11-14 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1044.**

100217G

[Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1045.**

100217H

[Prime Sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · last AC: 2019-11-13 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1046.**

102063C

[Pig Latin](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-18 · last AC: 2019-07-04 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1047.**

102063B

[Racetrack](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-18 · last AC: 2019-07-04 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1048.**

102063A

[Adding Two Integers](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-18 · last AC: 2019-07-04 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1049.**

101883A

[Adding Two Integers](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · PyPy 3 (first AC) · Tags: —

[paulzrm's solution](#)

**1050.**

101883B

[Racetrack](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1051.**

101883C

[Pig Latin](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1052.**

102263C

[Check The Text](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1053.**

undefined112

[a<sup>b</sup> - b<sup>a</sup>](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: \*special

[paulzrm's solution](#)

### 1054.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: \*special

[paulzrm's solution](#)

### 1055.

102202A

[Rainbow Beads](#) · [Tutorial](#)

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

[paulzrm's solution](#)

### 1056.

100738H

[K-palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

### 1057.

100503B

[Kakuro](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-08 · last AC: 2019-03-17 · GNU C++ (first AC) · Tags: —

[paulzrm's solution](#)

### 1058.

undefined454

[Kakuro](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

### 1059.

undefined183

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

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[paulzrm's solution](#)

### 1060.

102129E

[Scored Nim](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[paulzrm's solution](#)

### 1061.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

### 1062.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

### 1063.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-22 · last AC: 2019-02-01 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

### 1064.

101623D

[Dunlish](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · last AC: 2018-11-27 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1065.**

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1066.**

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · last AC: 2018-11-24 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1067.**

100646E

[Su-Su-Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-07 · last AC: 2018-11-10 · GNU C++ (first AC) · Tags: —

[paulzrm's solution](#)

**1068.**

101414J

[Infected Land](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-17 · last AC: 2018-09-22 · GNU C++ (first AC) · Tags: —

[paulzrm's solution](#)

**1069.**

100825C

[KenKen You Do It?](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-10 · last AC: 2018-09-01 · GNU C++ (first AC) · Tags: —

[paulzrm's solution](#)

**1070.**

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1071.**

100723H

[Obfuscation](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-20 · GNU C++ (first AC) · Tags: —

[paulzrm's solution](#)

**1072.**

101334E

[Exploring Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-17 · GNU C++ (first AC) · Tags: —

[paulzrm's solution](#)

**1073.**

100783A

[GREAT+SWERC=PORTO](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-16 · last AC: 2018-07-08 · GNU C++ (first AC) · Tags: —

[paulzrm's solution](#)

**1074.**

100532J

[Java vs C++](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-24 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1075.**

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · last AC: 2018-07-03 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

### 1076.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · last AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[paulzrm's solution](#)

### 1077.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-14 · last AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[paulzrm's solution](#)

### 1078.

101656A

[Good Versus Evil](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[paulzrm's solution](#)

### 1079.

101656B

[Magic Multiple](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[paulzrm's solution](#)

### 1080.

101656L

[Tongues](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[paulzrm's solution](#)

### 1081.

undefined103

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-27 · GNU C++ (first AC) · Tags: \*special

[paulzrm's solution](#)

### 1082.

100274D

[Magic Star](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-09 · last AC: 2018-06-21 · GNU C++ (first AC) · Tags: —

[paulzrm's solution](#)

### 1083.

100827E

[Hill Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-20 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

### 1084.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-30 · GNU C++ (first AC) · Tags: \*special

[paulzrm's solution](#)

### 1085.

101412F

[Never Wait for Weights](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-22 · GNU C++ (first AC) · Tags: —

[paulzrm's solution](#)

### 1086.

101412A

[Ginkgo Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-21 · last AC: 2018-02-21 · GNU C++ (first AC) · Tags: —

[paulzrm's solution](#)

**1087.**

101673C

[DRM Messages](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-20 · GNU C++ (first AC) · Tags: —

[paulzrm's solution](#)

**1088.**

100200H

[Driving Straight](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-19 · GNU C++ (first AC) · Tags: —

[paulzrm's solution](#)

**1089.**

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-27 · GNU C++ (first AC) · Tags: —

[paulzrm's solution](#)

**1090.**

100753D

[Carpets](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-12 · last AC: 2017-10-01 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1091.**

100645A

[Arithmetically Challenged](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-26 · last AC: 2017-09-19 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1092.**

100202C

[Holidays](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[paulzrm's solution](#)

**1093.**

100342D

[Dinner Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-25 · last AC: 2017-07-25 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1094.**

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1095.**

100722G

[Prime Path](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-04 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1096.**

100651B

[Anti-prime Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-26 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1097.**

100651A

[Alphacode](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-24 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1098.**

101097I

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1099.**

100753K

[Upside down primes](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-09 · last AC: 2017-06-09 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1100.**

101398E

[Edge Case](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-03 · last AC: 2017-06-03 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1101.**

101370F

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

Rating: — · first AC: 2017-06-03 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1102.**

101243G

[Sphenic numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-01 · last AC: 2017-05-29 · GNU C++ (first AC) · Tags: —

[paulzrm's solution](#)

**1103.**

101243A

[Fried Fish](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-01 · last AC: 2017-05-29 · GNU C++ (first AC) · Tags: —

[paulzrm's solution](#)

**1104.**

100202A

[Little Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-21 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1105.**

100291C

[Playing Fair with Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-09 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1106.**

100646C

[LCR](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · GNU C++ (first AC) · Tags: —

[paulzrm's solution](#)

**1107.**

100650D

[Queens, Knights and Pawns](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-02 · last AC: 2017-04-02 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1108.**

100994A

[Secret Code](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-27 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1109.**

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)

**1110.**

10124105

[Alien socks](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · GNU C++11 (first AC) · Tags: —

[paulzrm's solution](#)