

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

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# Unique solved — platypus179

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

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

Filters: none

Count: 1,438

1.

2065B

[Skibidus and Ohio](#) · [Tutorial](#)

Quality: 42,084 global accepts · Rating: 800 · first AC: 2025-04-20 · Kotlin 1.9 (first AC) · Tags: strings

[platypus179's solution](#)

2.

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

Quality: 55,644 global accepts · Rating: 800 · first AC: 2025-04-20 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[platypus179's solution](#)

3.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,381 global accepts · Rating: 800 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[platypus179's solution](#)

4.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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5.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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6.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

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7.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: math

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8.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[platypus179's solution](#)

9.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

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**10.**

1562A

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

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[platypus179's solution](#)

**11.**

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
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**12.**

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-29 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math  
[platypus179's solution](#)

**13.**

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[platypus179's solution](#)

**14.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math  
[platypus179's solution](#)

**15.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**16.**

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math  
[platypus179's solution](#)

**17.**

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2019-09-20 · Java 8 (first AC) · Tags: implementation  
[platypus179's solution](#)

**18.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings  
[platypus179's solution](#)

**19.**

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · Python 3 (first AC) · Tags: greedy, implementation, math  
[platypus179's solution](#)

**20.**

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,398 global accepts · Rating: 800 · first AC: 2019-09-14 · Python 3 (first AC) · Tags: implementation, math  
[platypus179's solution](#)

**21.**

92A

[Chips](#) · [Tutorial](#)

Quality: 21,532 global accepts · Rating: 800 · first AC: 2019-09-10 · Python 3 (first AC) · Tags: implementation, math  
[platypus179's solution](#)

**22.**

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,436 global accepts · Rating: 800 · first AC: 2019-09-07 · Python 3 (first AC) · Tags: implementation, strings  
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**23.**

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,323 global accepts · Rating: 800 · first AC: 2019-09-06 · Python 3 (first AC) · Tags: brute force  
[platypus179's solution](#)

**24.**

71A

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

Quality: 503,384 global accepts · Rating: 800 · first AC: 2019-09-04 · Python 3 (first AC) · Tags: strings  
[platypus179's solution](#)

**25.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,996 global accepts · Rating: 800 · first AC: 2019-08-29 · Python 3 (first AC) · Tags: implementation, strings  
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**26.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,419 global accepts · Rating: 800 · first AC: 2019-07-02 · PyPy 3 (first AC) · Tags: implementation, sortings, strings  
[platypus179's solution](#)

**27.**

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,463 global accepts · Rating: 800 · first AC: 2019-06-28 · Python 3 (first AC) · Tags: implementation  
[platypus179's solution](#)

**28.**

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,384 global accepts · Rating: 800 · first AC: 2019-06-25 · Python 3 (first AC) · Tags: math  
[platypus179's solution](#)

**29.**

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2018-10-29 · Python 3 (first AC) · Tags: implementation, math  
[platypus179's solution](#)

**30.**

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · Python 3 (first AC) · Tags: implementation  
[platypus179's solution](#)

**31.**

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-08 · Python 3 (first AC) · Tags: implementation  
[platypus179's solution](#)

**32.**

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 800 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[platypus179's solution](#)

**33.**

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[platypus179's solution](#)

**34.**

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[platypus179's solution](#)

**35.**

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,095 global accepts · Rating: 800 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[platypus179's solution](#)

**36.**

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,352 global accepts · Rating: 800 · first AC: 2017-09-24 · Python 3 (first AC) · Tags: brute force, implementation, strings  
[platypus179's solution](#)

**37.**

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · Python 3 (first AC) · Tags: greedy, implementation  
[platypus179's solution](#)

**38.**

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,777 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[platypus179's solution](#)

**39.**

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, sortings  
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**40.**

755A

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

Quality: 19,787 global accepts · Rating: 800 · first AC: 2017-01-15 · Python 3 (first AC) · Tags: brute force, graphs, math, number theory  
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**41.**

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: implementation  
[platypus179's solution](#)

**42.**

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,033 global accepts · Rating: 800 · first AC: 2016-07-29 · Python 3 (first AC) · Tags: dp, greedy, implementation  
[platypus179's solution](#)

**43.**

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,807 global accepts · Rating: 800 · first AC: 2016-01-29 · Python 3 (first AC) · Tags: implementation  
[platypus179's solution](#)

**44.**

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,766 global accepts · Rating: 800 · first AC: 2016-01-21 · Python 3 (first AC) · Tags: implementation  
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**45.**

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 800 · first AC: 2015-11-12 · Python 3 (first AC) · Tags: implementation  
[platypus179's solution](#)

**46.**

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · Python 3 (first AC) · Tags: constructive algorithms, math  
[platypus179's solution](#)

**47.**

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,443 global accepts · Rating: 800 · first AC: 2014-05-17 · Python 3 (first AC) · Tags: brute force, implementation  
[platypus179's solution](#)

**48.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,250 global accepts · Rating: 800 · first AC: 2014-05-02 · Python 3 (first AC) · Tags: implementation  
[platypus179's solution](#)

**49.**

1875A

[Jellyfish and Undertale](#) · [Tutorial](#)

Quality: 47,029 global accepts · Rating: 900 · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy  
[platypus179's solution](#)

**50.**

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: math  
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**51.**

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory  
[platypus179's solution](#)

**52.**

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math, sortings  
[platypus179's solution](#)

**53.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[platypus179's solution](#)

**54.**

415A

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

Quality: 9,591 global accepts · Rating: 900 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[platypus179's solution](#)

**55.**

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,425 global accepts · Rating: 900 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[platypus179's solution](#)

**56.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,137 global accepts · Rating: 900 · first AC: 2019-10-02 · Python 3 (first AC) · Tags: math  
[platypus179's solution](#)

**57.**

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,055 global accepts · Rating: 900 · first AC: 2019-09-27 · Python 3 (first AC) · Tags: implementation, number theory  
[platypus179's solution](#)

**58.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,684 global accepts · Rating: 900 · first AC: 2019-09-12 · Python 3 (first AC) · Tags: implementation, strings  
[platypus179's solution](#)

**59.**

94A

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

Quality: 12,268 global accepts · Rating: 900 · first AC: 2019-09-11 · Python 3 (first AC) · Tags: implementation, strings  
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**60.**

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 900 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings  
[platypus179's solution](#)

**61.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 900 · first AC: 2019-08-30 · Python 3 (first AC) · Tags: math  
[platypus179's solution](#)

**62.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[platypus179's solution](#)

**63.**

1110A

[Parity](#) · [Tutorial](#)

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**64.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

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[platypus179's solution](#)

**65.**

868A

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Quality: 9,955 global accepts · Rating: 900 · first AC: 2017-10-05 · Python 3 (first AC) · Tags: brute force, implementation, strings  
[platypus179's solution](#)

**66.**

776A

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Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · Python 3 (first AC) · Tags: brute force, implementation, strings  
[platypus179's solution](#)

**67.**

768A

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

Quality: 30,845 global accepts · Rating: 900 · first AC: 2017-02-20 · Python 3 (first AC) · Tags: constructive algorithms, sortings  
[platypus179's solution](#)

**68.**

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · Python 3 (first AC) · Tags: implementation, math  
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**69.**

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 900 · first AC: 2016-03-19 · Python 3 (first AC) · Tags: brute force, implementation, sortings  
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**70.**

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · Python 3 (first AC) · Tags: implementation  
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**71.**

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy  
[platypus179's solution](#)

**72.**

412B

[Network Configuration](#) · [Tutorial](#)

Quality: 6,357 global accepts · Rating: 900 · first AC: 2014-04-19 · Python 3 (first AC) · Tags: greedy, sortings  
[platypus179's solution](#)

**73.**

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2014-04-19 · Python 3 (first AC) · Tags: greedy, implementation  
[platypus179's solution](#)

**74.**

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,936 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[platypus179's solution](#)

**75.**

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,290 global accepts · Rating: 1000 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[platypus179's solution](#)

**76.**

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[platypus179's solution](#)

**77.**

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-29 · Python 3 (first AC) · Tags: constructive algorithms

[platypus179's solution](#)

**78.**

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,024 global accepts · Rating: 1000 · first AC: 2019-10-14 · Python 3 (first AC) · Tags: implementation

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**79.**

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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**80.**

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,944 global accepts · Rating: 1000 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**81.**

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,495 global accepts · Rating: 1000 · first AC: 2019-09-09 · Python 3 (first AC) · Tags: greedy, math

[platypus179's solution](#)

**82.**

75A

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

Quality: 29,727 global accepts · Rating: 1000 · first AC: 2019-09-05 · Python 3 (first AC) · Tags: implementation

[platypus179's solution](#)

**83.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,411 global accepts · Rating: 1000 · first AC: 2019-09-03 · Python 3 (first AC) · Tags: implementation, math

[platypus179's solution](#)

**84.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,018 global accepts · Rating: 1000 · first AC: 2019-08-26 · Python 3 (first AC) · Tags: greedy, strings

[platypus179's solution](#)

**85.**

124A

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

Quality: 44,212 global accepts · Rating: 1000 · first AC: 2019-06-27 · Python 3 (first AC) · Tags: math

[platypus179's solution](#)

**86.**

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-26 · Python 3 (first AC) · Tags: greedy, math

[platypus179's solution](#)

**87.**

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math  
[platypus179's solution](#)

**88.**

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · Python 3 (first AC) · Tags: math  
[platypus179's solution](#)

**89.**

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 1000 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[platypus179's solution](#)

**90.**

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math  
[platypus179's solution](#)

**91.**

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · Python 3 (first AC) · Tags: implementation  
[platypus179's solution](#)

**92.**

733A

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · Python 3 (first AC) · Tags: implementation  
[platypus179's solution](#)

**93.**

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation  
[platypus179's solution](#)

**94.**

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation  
[platypus179's solution](#)

**95.**

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation  
[platypus179's solution](#)

**96.**

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-17 · Python 3 (first AC) · Tags: \*special, constructive algorithms  
[platypus179's solution](#)

**97.**

637A

[Voting for Photos](#) · [Tutorial](#)

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-13 · Python 3 (first AC) · Tags: \*special, constructive algorithms, implementation  
[platypus179's solution](#)

**98.**

608A

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

Quality: 9,919 global accepts · Rating: 1000 · first AC: 2015-12-23 · Python 3 (first AC) · Tags: implementation, math  
[platypus179's solution](#)

**99.**

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,619 global accepts · Rating: 1000 · first AC: 2015-10-06 · Python 3 (first AC) · Tags: math  
[platypus179's solution](#)

**100.**

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-04-20 · Kotlin 1.9 (first AC) · Tags: binary search, dp, greedy  
[platypus179's solution](#)

**101.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math  
[platypus179's solution](#)

**102.**

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[platypus179's solution](#)

**103.**

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
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**104.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,446 global accepts · Rating: 1100 · first AC: 2021-05-29 · Python 3 (first AC) · Tags: constructive algorithms, games, math  
[platypus179's solution](#)

**105.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings  
[platypus179's solution](#)

**106.**

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[platypus179's solution](#)

**107.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[platypus179's solution](#)

**108.**

312A

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

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2019-09-23 · Python 3 (first AC) · Tags: implementation, strings  
[platypus179's solution](#)

**109.**

296A

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

Quality: 26,043 global accepts · Rating: 1100 · first AC: 2019-09-15 · Python 3 (first AC) · Tags: greedy, math

[platypus179's solution](#)

**110.**

289A

[Polo the Penguin and Segments](#) · [Tutorial](#)

Quality: 10,327 global accepts · Rating: 1100 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[platypus179's solution](#)

**111.**

90B

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

Quality: 5,717 global accepts · Rating: 1100 · first AC: 2019-09-09 · Python 3 (first AC) · Tags: implementation, strings

[platypus179's solution](#)

**112.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-09-04 · Python 3 (first AC) · Tags: brute force, math

[platypus179's solution](#)

**113.**

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[platypus179's solution](#)

**114.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,558 global accepts · Rating: 1100 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[platypus179's solution](#)

**115.**

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[platypus179's solution](#)

**116.**

946B

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

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[platypus179's solution](#)

**117.**

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[platypus179's solution](#)

**118.**

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2017-08-13 · Python 3 (first AC) · Tags: math

[platypus179's solution](#)

**119.**

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,454 global accepts · Rating: 1100 · first AC: 2017-05-11 · Python 3 (first AC) · Tags: brute force, implementation

[platypus179's solution](#)

**120.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-14 · Python 3 (first AC) · Tags: greedy, implementation, strings  
[platypus179's solution](#)

**121.**

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings  
[platypus179's solution](#)

**122.**

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-10-31 · Python 3 (first AC) · Tags: math  
[platypus179's solution](#)

**123.**

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: implementation, math, sortings, strings  
[platypus179's solution](#)

**124.**

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —  
[platypus179's solution](#)

**125.**

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
[platypus179's solution](#)

**126.**

618B

[Guess the Permutation](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1100 · first AC: 2016-01-29 · Python 3 (first AC) · Tags: constructive algorithms  
[platypus179's solution](#)

**127.**

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C11 (first AC) · Tags: greedy, implementation  
[platypus179's solution](#)

**128.**

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-15 · Python 3 (first AC) · Tags: geometry, implementation  
[platypus179's solution](#)

**129.**

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,513 global accepts · Rating: 1100 · first AC: 2014-05-02 · Python 3 (first AC) · Tags: data structures, implementation  
[platypus179's solution](#)

**130.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[platypus179's solution](#)

**131.**

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[platypus179's solution](#)

**132.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1200 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[platypus179's solution](#)

**133.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[platypus179's solution](#)

**134.**

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[platypus179's solution](#)

**135.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[platypus179's solution](#)

**136.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[platypus179's solution](#)

**137.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[platypus179's solution](#)

**138.**

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1200 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[platypus179's solution](#)

**139.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[platypus179's solution](#)

**140.**

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[platypus179's solution](#)

**141.**

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[platypus179's solution](#)

**142.**

302B

[Eugeny and Play List](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1200 · first AC: 2019-09-20 · Java 8 (first AC) · Tags: binary search, implementation, two pointers

[platypus179's solution](#)

**143.**

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[platypus179's solution](#)

**144.**

88A

[Chord](#) · [Tutorial](#)

Quality: 4,089 global accepts · Rating: 1200 · first AC: 2019-09-08 · Python 3 (first AC) · Tags: brute force, implementation

[platypus179's solution](#)

**145.**

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,349 global accepts · Rating: 1200 · first AC: 2019-09-07 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[platypus179's solution](#)

**146.**

80B

[Depression](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 1200 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[platypus179's solution](#)

**147.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[platypus179's solution](#)

**148.**

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[platypus179's solution](#)

**149.**

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[platypus179's solution](#)

**150.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[platypus179's solution](#)

**151.**

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1200 · first AC: 2019-08-29 · Python 3 (first AC) · Tags: implementation, number theory

[platypus179's solution](#)

**152.**

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[platypus179's solution](#)

**153.**

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[platypus179's solution](#)

**154.**

1185B

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

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-25 · Python 3 (first AC) · Tags: implementation, strings

[platypus179's solution](#)

**155.**

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[platypus179's solution](#)

**156.**

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · Python 3 (first AC) · Tags: constructive algorithms, math

[platypus179's solution](#)

**157.**

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[platypus179's solution](#)

**158.**

1023A

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

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[platypus179's solution](#)

**159.**

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[platypus179's solution](#)

**160.**

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[platypus179's solution](#)

**161.**

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-04-07 · Python 3 (first AC) · Tags: implementation

[platypus179's solution](#)

**162.**

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: \*special, strings

[platypus179's solution](#)

**163.**

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

[platypus179's solution](#)

**164.**

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,961 global accepts · Rating: 1200 · first AC: 2017-08-06 · Python 3 (first AC) · Tags: greedy, implementation

[platypus179's solution](#)

**165.**

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[platypus179's solution](#)

**166.**

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special, greedy, two pointers

[platypus179's solution](#)

**167.**

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[platypus179's solution](#)

**168.**

765C

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

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · Python 3 (first AC) · Tags: math

[platypus179's solution](#)

**169.**

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · Python 3 (first AC) · Tags: implementation, math

[platypus179's solution](#)

**170.**

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings

[platypus179's solution](#)

**171.**

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**172.**

639A

[Bear and Displayed Friends](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[platypus179's solution](#)

**173.**

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · Python 3 (first AC) · Tags: greedy, math

[platypus179's solution](#)

**174.**

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · Python 3 (first AC) · Tags: brute force, constructive algorithms,

implementation

[platypus179's solution](#)

**175.**

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,863 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings

[platypus179's solution](#)

**176.**

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: implementation

[platypus179's solution](#)

**177.**

523A

[Rotate, Flip and Zoom](#) · [Tutorial](#)

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2015-03-14 · PyPy 3 (first AC) · Tags: \*special, implementation

[platypus179's solution](#)

**178.**

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2014-04-19 · Python 3 (first AC) · Tags: implementation, strings

[platypus179's solution](#)

**179.**

1881D

[Divide and Equalize](#) · [Tutorial](#)

Quality: 28,447 global accepts · Rating: 1300 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[platypus179's solution](#)

**180.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[platypus179's solution](#)

**181.**

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[platypus179's solution](#)

**182.**

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[platypus179's solution](#)

**183.**

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[platypus179's solution](#)

**184.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · last AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[platypus179's solution](#)

**185.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings  
[platypus179's solution](#)

**186.**

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[platypus179's solution](#)

**187.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory  
[platypus179's solution](#)

**188.**

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 1300 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[platypus179's solution](#)

**189.**

318B

[Strings of Power](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1300 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings, two pointers  
[platypus179's solution](#)

**190.**

312C

[The Closest Pair](#) · [Tutorial](#)

Rating: 1300 · first AC: 2019-09-23 · Python 3 (first AC) · Tags: constructive algorithms  
[platypus179's solution](#)

**191.**

312B

[Archer](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1300 · first AC: 2019-09-23 · Python 3 (first AC) · Tags: math, probabilities  
[platypus179's solution](#)

**192.**

304C

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

Rating: 1300 · first AC: 2019-09-21 · Python 3 (first AC) · Tags: constructive algorithms  
[platypus179's solution](#)

**193.**

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[platypus179's solution](#)

**194.**

1220B

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

Quality: 12,137 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[platypus179's solution](#)

**195.**

1220C

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

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings  
[platypus179's solution](#)

**196.**

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,661 global accepts · Rating: 1300 · first AC: 2019-09-18 · Python 3 (first AC) · Tags: greedy, implementation  
[platypus179's solution](#)

**197.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · Python 3 (first AC) · Tags: implementation, math, number theory  
[platypus179's solution](#)

**198.**

289C

[Polo the Penguin and Strings](#) · [Tutorial](#)

Rating: 1300 · first AC: 2019-09-13 · Python 3 (first AC) · Tags: constructive algorithms, implementation  
[platypus179's solution](#)

**199.**

96B

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

Quality: 19,113 global accepts · Rating: 1300 · first AC: 2019-09-12 · PyPy 3 (first AC) · Tags: binary search, bitmasks, brute force  
[platypus179's solution](#)

**200.**

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2019-09-11 · Python 3 (first AC) · Tags: graphs, implementation, math  
[platypus179's solution](#)

**201.**

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[platypus179's solution](#)

**202.**

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,277 global accepts · Rating: 1300 · first AC: 2019-09-04 · Python 3 (first AC) · Tags: implementation, math  
[platypus179's solution](#)

**203.**

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1300 · first AC: 2019-09-01 · Python 3 (first AC) · Tags: implementation, strings  
[platypus179's solution](#)

**204.**

58B

[Coins](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1300 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[platypus179's solution](#)

**205.**

124C

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

Rating: 1300 · first AC: 2019-06-27 · Python 3 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, number theory, sortings, strings  
[platypus179's solution](#)

**206.**

1119B

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

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · Python 3 (first AC) · Tags: binary search, flows, greedy, sortings  
[platypus179's solution](#)

**207.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[platypus179's solution](#)

**208.**

932B

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

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar  
[platypus179's solution](#)

**209.**

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[platypus179's solution](#)

**210.**

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[platypus179's solution](#)

**211.**

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[platypus179's solution](#)

**212.**

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings  
[platypus179's solution](#)

**213.**

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · Python 3 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees  
[platypus179's solution](#)

**214.**

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation  
[platypus179's solution](#)

**215.**

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —  
[platypus179's solution](#)

**216.**

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 1300 · first AC: 2016-07-10 · Python 3 (first AC) · Tags: —  
[platypus179's solution](#)

**217.**

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · Python 3 (first AC) · Tags: brute force, dfs and similar, dp, strings

[platypus179's solution](#)

**218.**

633B

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

Quality: 7,239 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[platypus179's solution](#)

**219.**

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-30 · Python 3 (first AC) · Tags: bitmasks, brute force, implementation

[platypus179's solution](#)

**220.**

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,994 global accepts · Rating: 1300 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: math

[platypus179's solution](#)

**221.**

1854A1

[Dual \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[platypus179's solution](#)

**222.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[platypus179's solution](#)

**223.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[platypus179's solution](#)

**224.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[platypus179's solution](#)

**225.**

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[platypus179's solution](#)

**226.**

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2021-05-29 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[platypus179's solution](#)

**227.**

415D

[Mashmikh and ACM](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[platypus179's solution](#)

**228.**

334B

[Eight Point Sets](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1400 · first AC: 2019-10-14 · Python 3 (first AC) · Tags: sortings

[platypus179's solution](#)

**229.**

315A

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

Quality: 12,296 global accepts · Rating: 1400 · first AC: 2019-09-28 · Python 3 (first AC) · Tags: brute force

[platypus179's solution](#)

**230.**

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,944 global accepts · Rating: 1400 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[platypus179's solution](#)

**231.**

296C

[Greg and Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[platypus179's solution](#)

**232.**

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,964 global accepts · Rating: 1400 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[platypus179's solution](#)

**233.**

80C

[Heroes](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[platypus179's solution](#)

**234.**

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[platypus179's solution](#)

**235.**

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[platypus179's solution](#)

**236.**

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2019-07-02 · PyPy 3 (first AC) · Tags: geometry, math

[platypus179's solution](#)

**237.**

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2019-06-27 · PyPy 3 (first AC) · Tags: brute force, combinatorics, implementation

[platypus179's solution](#)

**238.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[platypus179's solution](#)

**239.**

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, math  
[platypus179's solution](#)

**240.**

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 1400 · first AC: 2018-04-14 · Python 3 (first AC) · Tags: implementation  
[platypus179's solution](#)

**241.**

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[platypus179's solution](#)

**242.**

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dp  
[platypus179's solution](#)

**243.**

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1400 · first AC: 2017-10-05 · Python 3 (first AC) · Tags: implementation  
[platypus179's solution](#)

**244.**

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math  
[platypus179's solution](#)

**245.**

335A

[Banana](#) · [Tutorial](#)

Quality: 2,847 global accepts · Rating: 1400 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy  
[platypus179's solution](#)

**246.**

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings  
[platypus179's solution](#)

**247.**

748C

[Santa Claus and Robot](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1400 · first AC: 2017-08-13 · Python 3 (first AC) · Tags: constructive algorithms, math  
[platypus179's solution](#)

**248.**

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2017-08-13 · last AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[platypus179's solution](#)

**249.**

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,163 global accepts · Rating: 1400 · first AC: 2017-08-13 · PyPy 3 (first AC) · Tags: combinatorics, greedy, implementation, math  
[platypus179's solution](#)

**250.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[platypus179's solution](#)

**251.**

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · last AC: 2017-03-02 · GNU C++11 (first AC) · Tags: data structures, implementation

[platypus179's solution](#)

**252.**

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[platypus179's solution](#)

**253.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,956 global accepts · Rating: 1400 · first AC: 2016-07-19 · Python 3 (first AC) · Tags: dp

[platypus179's solution](#)

**254.**

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · Python 3 (first AC) · Tags: constructive algorithms, interactive, math

[platypus179's solution](#)

**255.**

641B

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

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[platypus179's solution](#)

**256.**

637C

[Promocodes with Mistakes](#) · [Tutorial](#)

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: \*special, brute force, constructive algorithms, implementation

[platypus179's solution](#)

**257.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-26 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[platypus179's solution](#)

**258.**

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: \*special, greedy

[platypus179's solution](#)

**259.**

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: greedy, implementation, strings  
[platypus179's solution](#)

**260.**

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · Python 3 (first AC) · Tags: brute force  
[platypus179's solution](#)

**261.**

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2014-05-11 · Python 3 (first AC) · Tags: brute force, two pointers  
[platypus179's solution](#)

**262.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings  
[platypus179's solution](#)

**263.**

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,696 global accepts · Rating: 1500 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[platypus179's solution](#)

**264.**

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings  
[platypus179's solution](#)

**265.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math  
[platypus179's solution](#)

**266.**

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math  
[platypus179's solution](#)

**267.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[platypus179's solution](#)

**268.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[platypus179's solution](#)

**269.**

1545A

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

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[platypus179's solution](#)

**270.**

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees  
[platypus179's solution](#)

**271.**

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[platypus179's solution](#)

**272.**

415B

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

Quality: 6,692 global accepts · Rating: 1500 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math  
[platypus179's solution](#)

**273.**

415C

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

Rating: 1500 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory  
[platypus179's solution](#)

**274.**

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation  
[platypus179's solution](#)

**275.**

320B

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

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[platypus179's solution](#)

**276.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[platypus179's solution](#)

**277.**

289D

[Polo the Penguin and Houses](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, math  
[platypus179's solution](#)

**278.**

92D

[Queue](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp  
[platypus179's solution](#)

**279.**

92C

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

Rating: 1500 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy  
[platypus179's solution](#)

**280.**

88C

[Trains](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[platypus179's solution](#)

**281.**

88B

[Keyboard](#) · [Tutorial](#)

Quality: 5,259 global accepts · Rating: 1500 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[platypus179's solution](#)

**282.**

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation, strings

[platypus179's solution](#)

**283.**

1213D1

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

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[platypus179's solution](#)

**284.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[platypus179's solution](#)

**285.**

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[platypus179's solution](#)

**286.**

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,613 global accepts · Rating: 1500 · first AC: 2019-06-26 · Python 3 (first AC) · Tags: greedy, implementation, strings

[platypus179's solution](#)

**287.**

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[platypus179's solution](#)

**288.**

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · Python 3 (first AC) · Tags: constructive algorithms, math, number theory

[platypus179's solution](#)

**289.**

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[platypus179's solution](#)

**290.**

1101C

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

Quality: 12,040 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[platypus179's solution](#)

**291.**

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[platypus179's solution](#)

**292.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[platypus179's solution](#)

**293.**

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[platypus179's solution](#)

**294.**

960B

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

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[platypus179's solution](#)

**295.**

930A

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

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[platypus179's solution](#)

**296.**

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[platypus179's solution](#)

**297.**

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[platypus179's solution](#)

**298.**

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[platypus179's solution](#)

**299.**

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[platypus179's solution](#)

**300.**

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · Python 3 (first AC) · Tags: greedy, implementation

[platypus179's solution](#)

**301.**

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,077 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[platypus179's solution](#)

**302.**

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,500 global accepts · Rating: 1500 · first AC: 2017-09-04 · Python 3 (first AC) · Tags: binary search, sortings

[platypus179's solution](#)

**303.**

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[platypus179's solution](#)

**304.**

771B

[Bear and Different Names](#) · [Tutorial](#)

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[platypus179's solution](#)

**305.**

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,733 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[platypus179's solution](#)

**306.**

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[platypus179's solution](#)

**307.**

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[platypus179's solution](#)

**308.**

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,634 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[platypus179's solution](#)

**309.**

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,459 global accepts · Rating: 1500 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[platypus179's solution](#)

**310.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[platypus179's solution](#)

**311.**

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1500 · first AC: 2016-07-10 · Python 3 (first AC) · Tags: dfs and similar, graphs, trees

[platypus179's solution](#)

**312.**

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation  
[platypus179's solution](#)

**313.**

611C

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

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation  
[platypus179's solution](#)

**314.**

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,464 global accepts · Rating: 1500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: combinatorics, strings  
[platypus179's solution](#)

**315.**

588C

[Duff and Weight Lifting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-10-15 · GNU C11 (first AC) · Tags: —  
[platypus179's solution](#)

**316.**

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: combinatorics  
[platypus179's solution](#)

**317.**

553A

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

Quality: 9,835 global accepts · Rating: 1500 · first AC: 2015-06-24 · Python 3 (first AC) · Tags: combinatorics, dp, math  
[platypus179's solution](#)

**318.**

523B

[Mean Requests](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 1500 · first AC: 2015-03-15 · MS C++ (first AC) · Tags: \*special, implementation  
[platypus179's solution](#)

**319.**

330D

[Biridian Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-05-17 · GNU C++ (first AC) · Tags: dfs and similar, implementation, shortest paths  
[platypus179's solution](#)

**320.**

330C

[Purification](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-05-17 · Python 3 (first AC) · Tags: matrices  
[platypus179's solution](#)

**321.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees  
[platypus179's solution](#)

**322.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[platypus179's solution](#)

**323.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[platypus179's solution](#)

**324.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[platypus179's solution](#)

**325.**

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,202 global accepts · Rating: 1600 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[platypus179's solution](#)

**326.**

320C

[Malek Dance Club](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[platypus179's solution](#)

**327.**

318C

[Perfect Pair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[platypus179's solution](#)

**328.**

315C

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

Rating: 1600 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[platypus179's solution](#)

**329.**

305C

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

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[platypus179's solution](#)

**330.**

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,223 global accepts · Rating: 1600 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[platypus179's solution](#)

**331.**

298D

[Fish Weight](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[platypus179's solution](#)

**332.**

96C

[Hockey](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[platypus179's solution](#)

**333.**

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,651 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory  
[platypus179's solution](#)

**334.**

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1600 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory  
[platypus179's solution](#)

**335.**

1213D2

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

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings  
[platypus179's solution](#)

**336.**

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing  
[platypus179's solution](#)

**337.**

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[platypus179's solution](#)

**338.**

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[platypus179's solution](#)

**339.**

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings  
[platypus179's solution](#)

**340.**

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[platypus179's solution](#)

**341.**

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[platypus179's solution](#)

**342.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings  
[platypus179's solution](#)

**343.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[platypus179's solution](#)

**344.**

992C

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

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-08-15 · Python 3 (first AC) · Tags: math

[platypus179's solution](#)

**345.**

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[platypus179's solution](#)

**346.**

966A

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

Rating: 1600 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[platypus179's solution](#)

**347.**

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[platypus179's solution](#)

**348.**

924B

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

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[platypus179's solution](#)

**349.**

954D

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

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[platypus179's solution](#)

**350.**

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[platypus179's solution](#)

**351.**

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1600 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[platypus179's solution](#)

**352.**

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[platypus179's solution](#)

**353.**

932C

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

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

[platypus179's solution](#)

**354.**

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[platypus179's solution](#)

**355.**

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,887 global accepts · Rating: 1600 · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[platypus179's solution](#)

**356.**

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1600 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[platypus179's solution](#)

**357.**

860B

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings

[platypus179's solution](#)

**358.**

822C

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

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings

[platypus179's solution](#)

**359.**

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[platypus179's solution](#)

**360.**

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[platypus179's solution](#)

**361.**

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[platypus179's solution](#)

**362.**

715A

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

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[platypus179's solution](#)

**363.**

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[platypus179's solution](#)

**364.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2017-02-20 · Python 3 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[platypus179's solution](#)

**365.**

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[platypus179's solution](#)

**366.**

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,696 global accepts · Rating: 1600 · first AC: 2016-12-06 · Python 3 (first AC) · Tags: dfs and similar, math  
[platypus179's solution](#)

**367.**

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · Python 3 (first AC) · Tags: math, number theory  
[platypus179's solution](#)

**368.**

736A

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

Rating: 1600 · first AC: 2016-11-27 · Python 3 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math  
[platypus179's solution](#)

**369.**

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · Python 3 (first AC) · Tags: brute force, constructive algorithms, implementation, strings  
[platypus179's solution](#)

**370.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu  
[platypus179's solution](#)

**371.**

643B

[Bear and Two Paths](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs  
[platypus179's solution](#)

**372.**

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees  
[platypus179's solution](#)

**373.**

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers  
[platypus179's solution](#)

**374.**

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: \*special, data structures, dp, greedy  
[platypus179's solution](#)

**375.**

615B

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

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: dp, graphs  
[platypus179's solution](#)

**376.**

608C

[Chain Reaction](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp  
[platypus179's solution](#)



Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[platypus179's solution](#)

**388.**

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[platypus179's solution](#)

**389.**

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[platypus179's solution](#)

**390.**

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,669 global accepts · Rating: 1700 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[platypus179's solution](#)

**391.**

322C

[Ciel and Robot](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[platypus179's solution](#)

**392.**

1210B

[Marcin and Training Camp](#) · [Tutorial](#)

Quality: 6,041 global accepts · Rating: 1700 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[platypus179's solution](#)

**393.**

1210A

[Anadi and Domino](#) · [Tutorial](#)

Quality: 5,536 global accepts · Rating: 1700 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[platypus179's solution](#)

**394.**

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2019-09-22 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[platypus179's solution](#)

**395.**

304D

[Rectangle Puzzle II](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math, ternary search

[platypus179's solution](#)

**396.**

298C

[Parity Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[platypus179's solution](#)

**397.**

296D

[Greg and Graph](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[platypus179's solution](#)

**398.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[platypus179's solution](#)

**399.**

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1700 · first AC: 2019-09-14 · Python 3 (first AC) · Tags: dp, greedy  
[platypus179's solution](#)

**400.**

289E

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math  
[platypus179's solution](#)

**401.**

94C

[Frames](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-11 · Python 3 (first AC) · Tags: math  
[platypus179's solution](#)

**402.**

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 1700 · first AC: 2019-09-01 · Python 3 (first AC) · Tags: constructive algorithms, math, number theory  
[platypus179's solution](#)

**403.**

63C

[Bulls and Cows](#) · [Tutorial](#)

Quality: 2,002 global accepts · Rating: 1700 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[platypus179's solution](#)

**404.**

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[platypus179's solution](#)

**405.**

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math  
[platypus179's solution](#)

**406.**

1129A1

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

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[platypus179's solution](#)

**407.**

1074A

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

Rating: 1700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers  
[platypus179's solution](#)

**408.**

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers  
[platypus179's solution](#)

**409.**

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[platypus179's solution](#)

**410.**

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[platypus179's solution](#)

**411.**

966B

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

Rating: 1700 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[platypus179's solution](#)

**412.**

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation  
[platypus179's solution](#)

**413.**

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[platypus179's solution](#)

**414.**

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[platypus179's solution](#)

**415.**

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[platypus179's solution](#)

**416.**

949B

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

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[platypus179's solution](#)

**417.**

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · Python 3 (first AC) · Tags: binary search, implementation, math  
[platypus179's solution](#)

**418.**

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,796 global accepts · Rating: 1700 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar  
[platypus179's solution](#)

**419.**

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[platypus179's solution](#)

**420.**

387C

[George and Number](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 1700 · first AC: 2017-10-30 · Python 3 (first AC) · Tags: greedy, implementation

[platypus179's solution](#)

**421.**

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[platypus179's solution](#)

**422.**

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[platypus179's solution](#)

**423.**

567D

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

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[platypus179's solution](#)

**424.**

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math

[platypus179's solution](#)

**425.**

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-09-11 · Python 3 (first AC) · Tags: binary search, constructive algorithms, implementation, math

[platypus179's solution](#)

**426.**

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2017-08-06 · Python 3 (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[platypus179's solution](#)

**427.**

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings

[platypus179's solution](#)

**428.**

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[platypus179's solution](#)

**429.**

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[platypus179's solution](#)

**430.**

769D

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

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: \*special, bitmasks, brute force, meet-in-the-middle

[platypus179's solution](#)

**431.**

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, graphs, greedy, shortest paths

[platypus179's solution](#)

**432.**

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

[platypus179's solution](#)

**433.**

765D

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

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math

[platypus179's solution](#)

**434.**

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[platypus179's solution](#)

**435.**

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[platypus179's solution](#)

**436.**

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[platypus179's solution](#)

**437.**

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**438.**

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · Python 3 (first AC) · Tags: \*special, implementation

[platypus179's solution](#)

**439.**

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[platypus179's solution](#)

**440.**

524B

[BD>D\\$> CÔO CÔOCÄOD\\$> 2 \(round version\)](#)

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

[platypus179's solution](#)

**441.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[platypus179's solution](#)

**442.**

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[platypus179's solution](#)

**443.**

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1800 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[platypus179's solution](#)

**444.**

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[platypus179's solution](#)

**445.**

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[platypus179's solution](#)

**446.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[platypus179's solution](#)

**447.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[platypus179's solution](#)

**448.**

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[platypus179's solution](#)

**449.**

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[platypus179's solution](#)

**450.**

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[platypus179's solution](#)

**451.**

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[platypus179's solution](#)

**452.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[platypus179's solution](#)

**453.**

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[platypus179's solution](#)

**454.**

88D

[Vasya and Types](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[platypus179's solution](#)

**455.**

80D

[Falling Anvils](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, probabilities

[platypus179's solution](#)

**456.**

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[platypus179's solution](#)

**457.**

66C

[Petya and File System](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 1800 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[platypus179's solution](#)

**458.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[platypus179's solution](#)

**459.**

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[platypus179's solution](#)

**460.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[platypus179's solution](#)

**461.**

141C

[Queue](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 1800 · first AC: 2019-07-02 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, sortings  
[platypus179's solution](#)

**462.**

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[platypus179's solution](#)

**463.**

124D

[Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-27 · Python 3 (first AC) · Tags: brute force, constructive algorithms, number theory  
[platypus179's solution](#)

**464.**

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings  
[platypus179's solution](#)

**465.**

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[platypus179's solution](#)

**466.**

1109B

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

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings  
[platypus179's solution](#)

**467.**

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[platypus179's solution](#)

**468.**

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[platypus179's solution](#)

**469.**

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers  
[platypus179's solution](#)

**470.**

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees  
[platypus179's solution](#)

**471.**

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[platypus179's solution](#)

**472.**

432C

[Prime Swaps](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: greedy, sortings

[platypus179's solution](#)

**473.**

483B

[Friends and Presents](#) · [Tutorial](#)

Quality: 4,354 global accepts · Rating: 1800 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[platypus179's solution](#)

**474.**

487A

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

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[platypus179's solution](#)

**475.**

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings

[platypus179's solution](#)

**476.**

482B

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

Quality: 7,732 global accepts · Rating: 1800 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, trees

[platypus179's solution](#)

**477.**

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[platypus179's solution](#)

**478.**

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[platypus179's solution](#)

**479.**

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[platypus179's solution](#)

**480.**

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 5,003 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[platypus179's solution](#)

**481.**

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[platypus179's solution](#)

**482.**

603B

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

Quality: 2,711 global accepts · Rating: 1800 · first AC: 2017-03-24 · Python 3 (first AC) · Tags: combinatorics, dfs and similar, dsu, math,

number theory

[platypus179's solution](#)

**483.**

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry, greedy, implementation

[platypus179's solution](#)

**484.**

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2017-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[platypus179's solution](#)

**485.**

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[platypus179's solution](#)

**486.**

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[platypus179's solution](#)

**487.**

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[platypus179's solution](#)

**488.**

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[platypus179's solution](#)

**489.**

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[platypus179's solution](#)

**490.**

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[platypus179's solution](#)

**491.**

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: data structures, greedy

[platypus179's solution](#)

**492.**

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math,

number theory, sortings  
[platypus179's solution](#)

**493.**

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: dp, graphs

[platypus179's solution](#)

**494.**

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2016-07-10 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**495.**

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: combinatorics

[platypus179's solution](#)

**496.**

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[platypus179's solution](#)

**497.**

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[platypus179's solution](#)

**498.**

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[platypus179's solution](#)

**499.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[platypus179's solution](#)

**500.**

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[platypus179's solution](#)

**501.**

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · Python 3 (first AC) · Tags: bitmasks, divide and conquer, math

[platypus179's solution](#)

**502.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[platypus179's solution](#)

**503.**

1854A2

[Dual \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[platypus179's solution](#)

**504.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[platypus179's solution](#)

**505.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[platypus179's solution](#)

**506.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[platypus179's solution](#)

**507.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[platypus179's solution](#)

**508.**

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[platypus179's solution](#)

**509.**

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[platypus179's solution](#)

**510.**

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[platypus179's solution](#)

**511.**

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[platypus179's solution](#)

**512.**

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[platypus179's solution](#)

**513.**

322D

[Ciel and Duel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, two pointers

[platypus179's solution](#)

**514.**

320D

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

Rating: 1900 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[platypus179's solution](#)

**515.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[platypus179's solution](#)

**516.**

96D

[Volleyball](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[platypus179's solution](#)

**517.**

94D

[End of Exams](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-09-11 · Python 3 (first AC) · Tags: greedy, math

[platypus179's solution](#)

**518.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[platypus179's solution](#)

**519.**

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[platypus179's solution](#)

**520.**

63D

[Dividing Island](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[platypus179's solution](#)

**521.**

1213E

[Two Small Strings](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[platypus179's solution](#)

**522.**

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[platypus179's solution](#)

**523.**

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,864 global accepts · Rating: 1900 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, trees

[platypus179's solution](#)

**524.**

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,404 global accepts · Rating: 1900 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

[platypus179's solution](#)

**525.**

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[platypus179's solution](#)

**526.**

1074B

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

Rating: 1900 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive, trees

[platypus179's solution](#)

**527.**

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[platypus179's solution](#)

**528.**

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2018-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[platypus179's solution](#)

**529.**

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

[platypus179's solution](#)

**530.**

949C

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

Quality: 2,257 global accepts · Rating: 1900 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[platypus179's solution](#)

**531.**

930C

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

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[platypus179's solution](#)

**532.**

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: \*special, strings, trees

[platypus179's solution](#)

**533.**

928C

[Dependency management](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: \*special, graphs, implementation

[platypus179's solution](#)

**534.**

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[platypus179's solution](#)

**535.**

835D

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

Quality: 4,662 global accepts · Rating: 1900 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings

[platypus179's solution](#)

**536.**

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[platypus179's solution](#)

**537.**

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[platypus179's solution](#)

**538.**

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[platypus179's solution](#)

**539.**

866B

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[platypus179's solution](#)

**540.**

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[platypus179's solution](#)

**541.**

452D

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

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[platypus179's solution](#)

**542.**

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[platypus179's solution](#)

**543.**

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[platypus179's solution](#)

**544.**

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, interactive

[platypus179's solution](#)

**545.**

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[platypus179's solution](#)

**546.**

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees  
[platypus179's solution](#)

**547.**

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings  
[platypus179's solution](#)

**548.**

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees  
[platypus179's solution](#)

**549.**

700A

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

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-28 · PyPy 3 (first AC) · Tags: binary search, math  
[platypus179's solution](#)

**550.**

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation  
[platypus179's solution](#)

**551.**

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings  
[platypus179's solution](#)

**552.**

608D

[Zuma](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp  
[platypus179's solution](#)

**553.**

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · Python 3 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math  
[platypus179's solution](#)

**554.**

412E

[E-mail Addresses](#) · [Tutorial](#)

Quality: 938 global accepts · Rating: 1900 · first AC: 2014-04-20 · GNU C++ (first AC) · Tags: implementation  
[platypus179's solution](#)

**555.**

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures  
[platypus179's solution](#)

**556.**

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers  
[platypus179's solution](#)

**557.**

1588B

[Guess the Permutation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive  
[platypus179's solution](#)

**558.**

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[platypus179's solution](#)

**559.**

318D

[Ants](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar  
[platypus179's solution](#)

**560.**

315E

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

Rating: 2000 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures  
[platypus179's solution](#)

**561.**

315D

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

Rating: 2000 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, strings  
[platypus179's solution](#)

**562.**

1210C

[Kamil and Making a Stream](#) · [Tutorial](#)

Quality: 3,598 global accepts · Rating: 2000 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, trees  
[platypus179's solution](#)

**563.**

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2019-09-15 · PyPy 3 (first AC) · Tags: combinatorics, dp  
[platypus179's solution](#)

**564.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers  
[platypus179's solution](#)

**565.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy,

sortings

[platypus179's solution](#)

**566.**

88E

[Interesting Game](#) · [Tutorial](#)

Quality: 2000 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[platypus179's solution](#)

**567.**

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, number theory

[platypus179's solution](#)

**568.**

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[platypus179's solution](#)

**569.**

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[platypus179's solution](#)

**570.**

69C

[Game](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2000 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[platypus179's solution](#)

**571.**

66E

[Petya and Post](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2000 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[platypus179's solution](#)

**572.**

63E

[Sweets Game](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2000 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, games, implementation

[platypus179's solution](#)

**573.**

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[platypus179's solution](#)

**574.**

59D

[Team Arrangement](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2000 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[platypus179's solution](#)

**575.**

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[platypus179's solution](#)

**576.**

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[platypus179's solution](#)

**577.**

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[platypus179's solution](#)

**578.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees  
[platypus179's solution](#)

**579.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths  
[platypus179's solution](#)

**580.**

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees  
[platypus179's solution](#)

**581.**

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[platypus179's solution](#)

**582.**

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings  
[platypus179's solution](#)

**583.**

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings  
[platypus179's solution](#)

**584.**

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[platypus179's solution](#)

**585.**

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive  
[platypus179's solution](#)

**586.**

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings  
[platypus179's solution](#)

**587.**

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings  
[platypus179's solution](#)

**588.**

358C

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

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[platypus179's solution](#)

**589.**

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy  
[platypus179's solution](#)

**590.**

515D

[Brazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2017-10-25 · last AC: 2017-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[platypus179's solution](#)

**591.**

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2017-10-24 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings  
[platypus179's solution](#)

**592.**

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[platypus179's solution](#)

**593.**

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees  
[platypus179's solution](#)

**594.**

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 2000 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees  
[platypus179's solution](#)

**595.**

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp  
[platypus179's solution](#)

**596.**

773B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[platypus179's solution](#)

**597.**

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2000 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
[platypus179's solution](#)

**598.**

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2017-03-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths  
[platypus179's solution](#)

**599.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs  
[platypus179's solution](#)

**600.**

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[platypus179's solution](#)

**601.**

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math  
[platypus179's solution](#)

**602.**

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-15 · Python 3 (first AC) · Tags: combinatorics, dp, implementation, math, matrices  
[platypus179's solution](#)

**603.**

641E

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

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures  
[platypus179's solution](#)

**604.**

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: math, number theory  
[platypus179's solution](#)

**605.**

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: dp, greedy, strings, trees  
[platypus179's solution](#)

**606.**

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings  
[platypus179's solution](#)

**607.**

454D

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: bitmasks, dp

[platypus179's solution](#)

**608.**

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2014-04-20 · GNU C++ (first AC) · Tags: dfs and similar

[platypus179's solution](#)

**609.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[platypus179's solution](#)

**610.**

1711D

[Rain](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[platypus179's solution](#)

**611.**

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings

[platypus179's solution](#)

**612.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[platypus179's solution](#)

**613.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[platypus179's solution](#)

**614.**

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[platypus179's solution](#)

**615.**

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[platypus179's solution](#)

**616.**

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[platypus179's solution](#)

**617.**

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[platypus179's solution](#)

**618.**

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[platypus179's solution](#)

**619.**

415E

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, sortings

[platypus179's solution](#)

**620.**

322E

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

Rating: 2100 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer

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**621.**

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,692 global accepts · Rating: 2100 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

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**622.**

80E

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

Rating: 2100 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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**623.**

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

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**624.**

1184E2

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**625.**

1185F

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**626.**

1074C

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**627.**

1028D

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**628.**

1025D

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**629.**

1023E

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Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices

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**630.**

793D

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**631.**

960D

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Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, trees

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**632.**

960F

[Pathwalks](#) · [Tutorial](#)

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

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**633.**

954F

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Quality: 1,380 global accepts · Rating: 2100 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices, sortings

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**634.**

936B

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Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

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**635.**

748E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2100 · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

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**636.**

748D

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**637.**

208E

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**638.**

754D

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Quality: 2,694 global accepts · Rating: 2100 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

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**639.**

859E

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**640.**

859D

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**641.**

799D

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Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

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**642.**

788B

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**643.**

781C

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**644.**

776E

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**645.**

768E

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Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

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**646.**

690D3

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[platypus179's solution](#)

**647.**

588D

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Rating: 2100 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: —

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**648.**

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**650.**

1641C

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1630C

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**652.**

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**653.**

1428E

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1407D

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Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs  
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**655.**

305D

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**660.**

1184C2

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**663.**

1110E

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1110D

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946E

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**669.**

592D

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**671.**

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815B

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809B

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603C

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**677.**

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690C3

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679B

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663C

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**683.**

645E

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1693C

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1603C

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Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

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**693.**

1464C

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**694.**

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[platypus179's solution](#)

**695.**

92E

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**696.**

90D

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**697.**

62C

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Quality: 337 global accepts · Rating: 2300 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

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78D

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Quality: 373 global accepts · Rating: 2300 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, two pointers

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141D

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124E

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Rating: 2300 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[platypus179's solution](#)

**702.**

985F

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**703.**

960E

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[platypus179's solution](#)

**704.**

936C

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[platypus179's solution](#)

**705.**

901C

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**706.**

300E

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**707.**

772C

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[platypus179's solution](#)

**708.**

788C

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**709.**

715B

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

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[platypus179's solution](#)

**710.**

768F

[Barrels and boxes](#) · [Tutorial](#)

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**711.**

623B

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Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

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**712.**

718C

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Quality: 4,621 global accepts · Rating: 2300 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: data structures, math, matrices

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**713.**

713C

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Quality: 6,535 global accepts · Rating: 2300 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: dp, sortings

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**714.**

1725L

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**715.**

1628D2

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Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

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**716.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[platypus179's solution](#)

**717.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[platypus179's solution](#)

**718.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[platypus179's solution](#)

**719.**

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[platypus179's solution](#)

**720.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[platypus179's solution](#)

## 721.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2020-07-13 · last AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[platypus179's solution](#)

## 722.

312D

[Cats Transport](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[platypus179's solution](#)

## 723.

1210D

[Konrad and Company Evaluation](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2400 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[platypus179's solution](#)

## 724.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[platypus179's solution](#)

## 725.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-10 · Java 8 (first AC) · Tags: constructive algorithms, interactive, number theory

[platypus179's solution](#)

## 726.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[platypus179's solution](#)

## 727.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[platypus179's solution](#)

## 728.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[platypus179's solution](#)

## 729.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, strings

[platypus179's solution](#)

## 730.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2018-03-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[platypus179's solution](#)

**731.**

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2017-08-11 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math  
[platypus179's solution](#)

**732.**

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing  
[platypus179's solution](#)

**733.**

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices  
[platypus179's solution](#)

**734.**

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp  
[platypus179's solution](#)

**735.**

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · Python 3 (first AC) · Tags: constructive algorithms, graphs, shortest paths  
[platypus179's solution](#)

**736.**

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-12-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities  
[platypus179's solution](#)

**737.**

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation  
[platypus179's solution](#)

**738.**

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: dp, implementation, math, probabilities  
[platypus179's solution](#)

**739.**

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees  
[platypus179's solution](#)

**740.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive  
[platypus179's solution](#)

**741.**

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings  
[platypus179's solution](#)

**742.**

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[platypus179's solution](#)

**743.**

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[platypus179's solution](#)

**744.**

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[platypus179's solution](#)

**745.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[platypus179's solution](#)

**746.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[platypus179's solution](#)

**747.**

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[platypus179's solution](#)

**748.**

94E

[Azembler](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[platypus179's solution](#)

**749.**

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[platypus179's solution](#)

**750.**

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2018-08-14 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[platypus179's solution](#)

**751.**

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[platypus179's solution](#)

**752.**

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games, implementation  
[platypus179's solution](#)

**753.**

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers  
[platypus179's solution](#)

**754.**

778C

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

Quality: 984 global accepts · Rating: 2500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees  
[platypus179's solution](#)

**755.**

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[platypus179's solution](#)

**756.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy  
[platypus179's solution](#)

**757.**

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2017-03-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings  
[platypus179's solution](#)

**758.**

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[platypus179's solution](#)

**759.**

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-16 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings  
[platypus179's solution](#)

**760.**

608E

[Marbles](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-12-23 · GNU C11 (first AC) · Tags: strings  
[platypus179's solution](#)

**761.**

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers  
[platypus179's solution](#)

**762.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[platypus179's solution](#)

**763.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[platypus179's solution](#)

**764.**

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[platypus179's solution](#)

**765.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[platypus179's solution](#)

**766.**

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[platypus179's solution](#)

**767.**

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[platypus179's solution](#)

**768.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[platypus179's solution](#)

**769.**

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[platypus179's solution](#)

**770.**

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[platypus179's solution](#)

**771.**

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[platypus179's solution](#)

**772.**

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2016-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[platypus179's solution](#)

**773.**

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: brute force, greedy  
[platypus179's solution](#)

**774.**

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math  
[platypus179's solution](#)

**775.**

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities  
[platypus179's solution](#)

**776.**

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math  
[platypus179's solution](#)

**777.**

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices  
[platypus179's solution](#)

**778.**

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[platypus179's solution](#)

**779.**

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2700 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[platypus179's solution](#)

**780.**

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory  
[platypus179's solution](#)

**781.**

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2018-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings  
[platypus179's solution](#)

**782.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry  
[platypus179's solution](#)

**783.**

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar,

graphs

[platypus179's solution](#)

**784.**

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: dp, graphs, trees

[platypus179's solution](#)

**785.**

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[platypus179's solution](#)

**786.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2700 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[platypus179's solution](#)

**787.**

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[platypus179's solution](#)

**788.**

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[platypus179's solution](#)

**789.**

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[platypus179's solution](#)

**790.**

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[platypus179's solution](#)

**791.**

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[platypus179's solution](#)

**792.**

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[platypus179's solution](#)

**793.**

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[platypus179's solution](#)

**794.**

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[platypus179's solution](#)

**795.**

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2019-02-23 · last AC: 2019-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[platypus179's solution](#)

**796.**

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2800 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[platypus179's solution](#)

**797.**

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[platypus179's solution](#)

**798.**

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[platypus179's solution](#)

**799.**

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[platypus179's solution](#)

**800.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 2900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[platypus179's solution](#)

**801.**

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[platypus179's solution](#)

**802.**

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[platypus179's solution](#)

**803.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[platypus179's solution](#)

**804.**

932G

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

Quality: 1,182 global accepts · Rating: 2900 · first AC: 2018-04-13 · last AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[platypus179's solution](#)

**805.**

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2018-03-04 · last AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[platypus179's solution](#)

**806.**

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, math

[platypus179's solution](#)

**807.**

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2017-03-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[platypus179's solution](#)

**808.**

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[platypus179's solution](#)

**809.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[platypus179's solution](#)

**810.**

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[platypus179's solution](#)

**811.**

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[platypus179's solution](#)

**812.**

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[platypus179's solution](#)

**813.**

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, number theory

[platypus179's solution](#)

**814.**

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers  
[platypus179's solution](#)

**815.**

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[platypus179's solution](#)

**816.**

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees  
[platypus179's solution](#)

**817.**

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-03-07 · Java 8 (first AC) · Tags: binary search, interactive, trees  
[platypus179's solution](#)

**818.**

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, trees  
[platypus179's solution](#)

**819.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu  
[platypus179's solution](#)

**820.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2017-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[platypus179's solution](#)

**821.**

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, string suffix structures, strings  
[platypus179's solution](#)

**822.**

1566H

[Xor-quiz](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3200 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, interactive, math, number theory  
[platypus179's solution](#)

**823.**

1588E

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

Rating: 3200 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, two pointers  
[platypus179's solution](#)

**824.**

1603E

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

Quality: 641 global accepts · Rating: 3200 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[platypus179's solution](#)

**825.**

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry  
[platypus179's solution](#)

**826.**

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 3200 · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[platypus179's solution](#)

**827.**

765G

[Math, math everywhere](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, meet-in-the-middle, number theory  
[platypus179's solution](#)

**828.**

744E

[Hongcow Masters the Cyclic Shift](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2017-02-22 · C++14 (GCC 6-32) (first AC) · Tags: strings, two pointers  
[platypus179's solution](#)

**829.**

744D

[Hongcow Draws a Circle](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3200 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry  
[platypus179's solution](#)

**830.**

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees  
[platypus179's solution](#)

**831.**

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2017-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[platypus179's solution](#)

**832.**

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, number theory  
[platypus179's solution](#)

**833.**

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[platypus179's solution](#)

**834.**

1608G

[Alphabetic Tree](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3500 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, string suffix structures, strings, trees  
[platypus179's solution](#)

**835.**

1628F

[Spaceship Crisis Management](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, sortings

[platypus179's solution](#)

**836.**

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[platypus179's solution](#)

**837.**

1609H

[Pushing Robots](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[platypus179's solution](#)

**838.**

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, two pointers

[platypus179's solution](#)

**839.**

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[platypus179's solution](#)

**840.**

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[platypus179's solution](#)

**841.**

102511C

[Checks Post Facto](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · last AC: 2024-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[platypus179's solution](#)

**842.**

104334C

[LaLa and Lamp](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[platypus179's solution](#)

**843.**

104334E

[LaLa and Monster Hunting \(Part 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[platypus179's solution](#)

**844.**

104976E

[Period of a String](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[platypus179's solution](#)

**845.**

104976B

[Festival Decorating](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[platypus179's solution](#)

**846.**

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**847.**

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**848.**

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**849.**

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**850.**

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**851.**

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**852.**

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**853.**

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**854.**

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**855.**

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**856.**

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**857.**

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**858.**

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**859.**

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[platypus179's solution](#)

**860.**

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[platypus179's solution](#)

**861.**

104785G

[Glacier Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[platypus179's solution](#)

**862.**

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**863.**

104785K

[Kernel Scheduler](#) · [Tutorial](#)

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

[platypus179's solution](#)

**864.**

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**865.**

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[platypus179's solution](#)

**866.**

104785N

[Naming Wine Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**867.**

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[platypus179's solution](#)

**868.**

104668F

[Incredible Hull](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**869.**

104668G

[Shooter Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**870.**

104668A

[The ABCD Murderer](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**871.**

104668L

[Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**872.**

104668D

[Reservoir Dog](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**873.**

104668B

[The Bridge on the River Kawaii](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**874.**

104668C

[Clockwork Jjange](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**875.**

104668I

[The Silence of the Lamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**876.**

104668J

[Matrice](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**877.**

104668E

[Trees Gump](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**878.**

104059F

[Formula Flatland](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[platypus179's solution](#)

**879.**

104059G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**880.**

104059M

[Mirror Madness](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**881.**

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**882.**

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**883.**

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**884.**

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**885.**

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**886.**

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**887.**

104059C

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

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**888.**

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**889.**

104059A

[Alternative Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[platypus179's solution](#)

**890.**

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**891.**

104603E

[Finding progressions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[platypus179's solution](#)

**892.**

104603J

[Jester in danger](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[platypus179's solution](#)

**893.**

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[platypus179's solution](#)

**894.**

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**895.**

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**896.**

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[platypus179's solution](#)

**897.**

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**898.**

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**899.**

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**900.**

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**901.**

104603I

[Regional Integration](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**902.**

104603G

[Great Heights](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**903.**

104603H

[Robotic Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**904.**

104603N

[Lucky Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**905.**

104603A

[Alfajores](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**906.**

104603D

[Assigning problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**907.**

104603M

[Multiple Downloads](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**908.**

104603F

[Cold day at the beach](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**909.**

104603C

[Chromatic](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**910.**

104603B

[Black and white](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**911.**

104603L

[Game series](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[platypus179's solution](#)

**912.**

100676H

[H. Capital City](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**913.**

100676G

[G. Training Camp](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**914.**

100676F

[F. Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**915.**

100676E

[E. Time Limit Exceeded?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**916.**

100676D

[D. Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**917.**

100676C

[C. Memory is Full](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**918.**

100676B

[B. Three Angles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**919.**

100676A

[A. Relational Operator](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**920.**

102511K

[Traffic Blights](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**921.**

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**922.**

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**923.**

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**924.**

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**925.**

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**926.**

102511B

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

Rating: — · first AC: 2022-10-16 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**927.**

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**928.**

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**929.**

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**930.**

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**931.**

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**932.**

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**933.**

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**934.**

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**935.**

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**936.**

104128I

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

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**937.**

104118D

[Domination Devil](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**938.**

104118B

[Better than Bitcoin](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**939.**

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**940.**

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**941.**

104118E

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

Rating: — · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**942.**

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**943.**

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**944.**

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**945.**

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**946.**

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**947.**

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**948.**

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**949.**

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**950.**

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**951.**

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**952.**

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · Python 3 (first AC) · Tags: —  
[platypus179's solution](#)

**953.**

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**954.**

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**955.**

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**956.**

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**957.**

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**958.**

104023B

[Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**959.**

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**960.**

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**961.**

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**962.**

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**963.**

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**964.**

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**965.**

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**966.**

104417M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[platypus179's solution](#)

**967.**

104417K

[Difficult Constructive Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**968.**

104417L

[Puzzle: Sashigane](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**969.**

104417J

[Not Another Path Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**970.**

104417E

[Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**971.**

104417D

[Fast and Fat](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**972.**

104417B

[Building Company](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**973.**

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**974.**

104417A

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**975.**

104417G

[Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**976.**

104373B

[The Matching System](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**977.**

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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**978.**

104373D

[Shortest Path Fast Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**979.**

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**980.**

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**981.**

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**982.**

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**983.**

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**984.**

104427F

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

Rating: — · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**985.**

104427E

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**986.**

104427D

[Lonely King](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**987.**

104427I

[Visiting Friend](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**988.**

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[platypus179's solution](#)

**989.**

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**990.**

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**991.**

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**992.**

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**993.**

104337E

[Inverse Counting Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**994.**

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**995.**

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**996.**

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**997.**

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**998.**

104337H

[Binary Craziness](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

**999.**

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

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### 1000.

104337M

[Different Billing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

### 1001.

104345G

[One Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1002.

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1003.

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1004.

104345H

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

Rating: — · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1005.

104345J

[Squirrel Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

### 1006.

104234D

[Triterminant](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

### 1007.

104234I

[DAG Generation](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1008.

104234H

[Graph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1009.

104234K

[Determinant, or...?](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1010.

104234J

[Persian Casino](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[platypus179's solution](#)

### 1011.

104234M

[Siteswap](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

### 1012.

104234G

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

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1013.

104234E

[Garbage Disposal](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1014.

104207H

[Equidistance](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1015.

104207D

[Mr. Panda and Circles](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1016.

104207F

[Fair Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1017.

104207J

[Subway Chasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1018.

104207I

[Inkopolis](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1019.

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1020.

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1021.

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[platypus179's solution](#)

### 1022.

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

### 1023.

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[platypus179's solution](#)

### 1024.

104196C

[Ball of Whacks](#) · [Tutorial](#)

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

[platypus179's solution](#)

### 1025.

104196D

[Downsizing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[platypus179's solution](#)

### 1026.

104196F

[Growing Some Oobleck](#) · [Tutorial](#)

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

[platypus179's solution](#)

### 1027.

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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### 1028.

104196K

[Stable Table](#) · [Tutorial](#)

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### 1029.

104196M

[Tomb Hater](#) · [Tutorial](#)

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

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### 1030.

104196I

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### 1031.

104196L

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### 1032.

104196G

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**1033.**

104196E

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Rating: — · first AC: 2023-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**1034.**

104196B

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Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1035.**

104196A

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Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1036.**

104197C

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Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1037.**

104197J

[Jewel of Data Structure Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1038.**

104197D

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

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1039.**

104197F

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Rating: — · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**1040.**

104197B

[Binary Arrays and Sliding Sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1041.**

104197K

[King of Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1042.**

104197I

[Increasing Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**1043.**

104197A

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Rating: — · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1044.**

104197E

[Excellent XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**1045.**

104172C

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Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1046.**

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1047.**

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**1048.**

104172L

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

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**1049.**

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1050.**

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1051.**

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1052.**

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1053.**

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · PyPy 3 (first AC) · Tags: —  
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**1054.**

104012E

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

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1055.**

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1056.**

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1057.**

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1058.**

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1059.**

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1060.**

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1061.**

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1062.**

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1063.**

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1064.**

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1065.**

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1066.**

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1067.**

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1068.**

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1069.**

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1070.**

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[platypus179's solution](#)

**1071.**

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1072.**

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1073.**

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[platypus179's solution](#)

**1074.**

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[platypus179's solution](#)

**1075.**

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1076.**

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1077.**

101964D

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1078.**

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1079.**

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1080.**

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1081.**

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · Python 3 (first AC) · Tags: —  
[platypus179's solution](#)

**1082.**

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1083.**

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1084.**

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1085.**

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1086.**

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1087.**

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1088.**

102392J

[Graph and Cycles](#) · [Tutorial](#)

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[platypus179's solution](#)

**1089.**

104064I

[IXth Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1090.**

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1091.**

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1092.**

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1093.**

104064H

[Heating Up](#) · [Tutorial](#)

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**1094.**

104064G

[Glossary Arrangement](#) · [Tutorial](#)

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**1095.**

104064K

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**1096.**

104064A

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Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1097.**

101208J

[Pollution Solution](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1098.**

101208K

[Up a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1099.**

101208H

[Matryoshka](#) · [Tutorial](#)

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[platypus179's solution](#)

**1100.**

101208B

[Hey, Better Bettor](#) · [Tutorial](#)

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**1101.**

101208C

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Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1102.**

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1103.**

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · Python 3 (first AC) · Tags: —  
[platypus179's solution](#)

**1104.**

101208I

[Pirate Chest](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1105.**

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1106.**

102511I

[Karel the Robot](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1107.**

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1108.**

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1109.**

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1110.**

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1111.**

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1112.**

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1113.**

102482B

[Comma Sprinkler](#) · [Tutorial](#)

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[platypus179's solution](#)

**1114.**

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1115.**

101471A

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Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1116.**

101471B

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Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1117.**

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1118.**

101471K

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[platypus179's solution](#)

**1119.**

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1120.**

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1121.**

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1122.**

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · last AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1123.**

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1124.**

103860J

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Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1125.**

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1126.**

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1127.**

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1128.**

103860F

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Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1129.**

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1130.**

102861D

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

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1131.**

102861O

[Venusian Shuttle](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1132.**

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1133.**

102861C

[Concatenating Teams](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1134.**

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1135.**

102861M

[Machine Gun](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1136.**

102861K

[Between Us](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1137.**

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1138.**

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1139.**

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1140.**

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1141.**

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1142.**

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1143.**

102861N

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

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1144.**

103388D

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

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1145.**

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1146.**

103388I

[Inverting Everything](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1147.**

103388L

[Listing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1148.**

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1149.**

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1150.**

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1151.**

103388C

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

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1152.**

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1153.**

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1154.**

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1155.**

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1156.**

101239B

[Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1157.**

101239M

[Window Manager](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1158.**

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1159.**

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1160.**

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1161.**

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1162.**

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1163.**

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1164.**

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1165.**

101889L

[Linearville](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · last AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1166.**

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · last AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1167.**

101889K

[Keep it covered](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1168.**

101889D

[Daunting device](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1169.**

101889A

[Arranging tiles](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1170.**

101889M

[Marblecoin](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1171.**

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1172.**

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1173.**

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1174.**

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1175.**

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1176.**

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1177.**

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1178.**

103640E

[Expedition Plans](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1179.**

103640A

[Ancient Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1180.**

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1181.**

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1182.**

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1183.**

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1184.**

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1185.**

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1186.**

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1187.**

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1188.**

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1189.**

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1190.**

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1191.**

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1192.**

101806X

[Xtreme NP-hard Problem?!](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1193.**

101806T

[Touch The Sky](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1194.**

101806P

[Puyo Puyo](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1195.**

101806W

[Winter Olympic Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1196.**

101806V

[Voronoi Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1197.**

101806S

[Segmentation](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1198.**

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1199.**

101806Z

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1200.**

102201H

[Hard To Explain](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1201.**

102201E

[Eat Economically](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1202.**

102201A

[A Plus Equals B](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1203.**

102201I

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

Rating: — · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1204.**

102201F

[Fruit Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1205.**

103428C

[Assign or Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · last AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1206.**

103428K

[Tiny Stars](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1207.**

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1208.**

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

### 1209.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

### 1210.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

### 1211.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

### 1212.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

### 1213.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

### 1214.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

### 1215.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[platypus179's solution](#)

### 1216.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[platypus179's solution](#)

### 1217.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: geometry, ternary search

[platypus179's solution](#)

### 1218.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[platypus179's solution](#)

### 1219.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[platypus179's solution](#)

**1220.**

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[platypus179's solution](#)

**1221.**

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[platypus179's solution](#)

**1222.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[platypus179's solution](#)

**1223.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[platypus179's solution](#)

**1224.**

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[platypus179's solution](#)

**1225.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[platypus179's solution](#)

**1226.**

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[platypus179's solution](#)

**1227.**

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1228.**

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1229.**

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1230.**

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1231.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1232.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1233.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1234.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1235.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1236.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1237.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1238.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1239.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1240.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

### 1241.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[platypus179's solution](#)

**1242.**

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1243.**

100520H

[Hide-and-Seek](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1244.**

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1245.**

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1246.**

100520K

[Kabbalah for Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[platypus179's solution](#)

**1247.**

100608J

[Jinxiety of a Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1248.**

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1249.**

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1250.**

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1251.**

1531E2

[B > D < B C, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force  
[platypus179's solution](#)

**1252.**

1531E1

[B > D < B C, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[platypus179's solution](#)

**1253.**

1531D

[B 5CD0C#BOja@ D45CÂ C,,=C45D Â 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[platypus179's solution](#)

**1254.**

1531C

[B 80ÄieCTBD 8Dt=D`9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: \*special, constructive algorithms, dp

[platypus179's solution](#)

**1255.**

1531B1

[AÄ=CÖ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: \*special

[platypus179's solution](#)

**1256.**

1531B2

[AÄ=CÖ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: \*special

[platypus179's solution](#)

**1257.**

1531A

[At8CÔ3CT@iqlcolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: \*special, implementation

[platypus179's solution](#)

**1258.**

102835D

[Quality Monitoring · Tutorial](#)

Rating: — · first AC: 2021-02-22 · last AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[platypus179's solution](#)

**1259.**

102835G

[Graph Cards · Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[platypus179's solution](#)

**1260.**

102835E

[A Color Game · Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[platypus179's solution](#)

**1261.**

102835K

[Number with Bachelors · Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[platypus179's solution](#)

**1262.**

102835C

[Pyramid · Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[platypus179's solution](#)

**1263.**

102835I

[Critical Structures · Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[platypus179's solution](#)

**1264.**

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1265.**

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1266.**

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1267.**

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1268.**

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1269.**

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1270.**

102900K

[Traveling Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1271.**

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1272.**

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1273.**

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1274.**

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[platypus179's solution](#)

**1275.**

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1276.**

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1277.**

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1278.**

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1279.**

102832L

[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1280.**

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1281.**

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1282.**

102832D

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

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1283.**

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1284.**

102823L

[Two Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1285.**

102823K

[The Coin](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[platypus179's solution](#)

**1286.**

102823B

[Array Modify](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1287.**

102823A

[Array Merge](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1288.**

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1289.**

102823G

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

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1290.**

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1291.**

102823H

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1292.**

100269J

[J](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1293.**

100269H

[Heavy Chain Clusterization](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1294.**

100269K

[Kids in a Friendly Class](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1295.**

100269F

[Flight Boarding Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1296.**

100269D

[Dwarf Tower](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[platypus179's solution](#)

**1297.**

100269G

[Garage](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1298.**

100269E

[Energy Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1299.**

100269B

[Ballot Analyzing Device](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1300.**

100269A

[Arrangement of Contest](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1301.**

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1302.**

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1303.**

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1304.**

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1305.**

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1306.**

102253J

[Journey with Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1307.**

102253I

[I Curse Myself](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[platypus179's solution](#)

**1308.**

102253H

[Hints of sd0061](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1309.**

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1310.**

102253L

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

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1311.**

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1312.**

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1313.**

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1314.**

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1315.**

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1316.**

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1317.**

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1318.**

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[platypus179's solution](#)

### 1319.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

### 1320.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

### 1321.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

### 1322.

102536E

[A Floor of Many Doors](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

### 1323.

102536B

[C.U.P.S.](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

### 1324.

102536L

[Break the Pattern!](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

### 1325.

102536A

[The Slowden Files](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

### 1326.

102536K

[I Brook the Code!](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

### 1327.

102536D

[Move to Remove Confidential Blunders](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

### 1328.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

### 1329.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[platypus179's solution](#)

**1330.**

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1331.**

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1332.**

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1333.**

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1334.**

101620L

[Lunar Landscape](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1335.**

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1336.**

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1337.**

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1338.**

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1339.**

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1340.**

100085G

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

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[platypus179's solution](#)

**1341.**

100085I

[Interactive Permutation Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1342.**

100085K

[Kingdom Roadmap](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1343.**

100085E

[Eve](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1344.**

100085B

[Binary Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1345.**

100085A

[ASCII Area](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1346.**

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1347.**

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1348.**

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1349.**

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1350.**

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1351.**

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[platypus179's solution](#)

**1352.**

100134B

[Blind Problem Solving](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1353.**

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1354.**

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1355.**

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1356.**

100851C

[Cactus Jubilee](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1357.**

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1358.**

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1359.**

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1360.**

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1361.**

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1362.**

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[platypus179's solution](#)

**1363.**

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1364.**

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1365.**

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1366.**

100307J

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**1367.**

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[platypus179's solution](#)

**1368.**

398C

[Tree and Array](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: — · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[platypus179's solution](#)

**1369.**

100531C

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

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —  
[platypus179's solution](#)

**1370.**

100531H

[Hiking in the Hills](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —  
[platypus179's solution](#)

**1371.**

100531J

[Joy of Flight](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —  
[platypus179's solution](#)

**1372.**

100531D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —  
[platypus179's solution](#)

**1373.**

100531I

[Instruction](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1374.**

100531G

[Grave](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1375.**

100531B

[Buffcraft](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1376.**

100531A

[Alarm Clock](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1377.**

100003H

[B.T.C.DD°](#)

Rating: — · first AC: 2015-12-05 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1378.**

100003F

[A.,L,D\\$D 5D =D´5 Dt8D ;C](#)

Rating: — · first AC: 2015-12-05 · PyPy 3 (first AC) · Tags: —

[platypus179's solution](#)

**1379.**

100003I

[A @DT8CÄ5CD>C\\$0 D ?C,,@C ;DÀ](#)

Rating: — · first AC: 2015-12-05 · PyPy 3 (first AC) · Tags: —

[platypus179's solution](#)

**1380.**

100003D

[AäTDTsC B 2 C4;D41C,,=D0](#)

Rating: — · first AC: 2015-12-05 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1381.**

100003B

[AÄsDiB](#)

Rating: — · first AC: 2015-12-05 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1382.**

100003A

[AÄ5DiBcä C Cö@CäECä4C À Cö>Cd0C`CC”AD\\$0](#)

Rating: — · first AC: 2015-12-05 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**1383.**

100003E

[AD@0äCäFCT=CÔKCR :C <CÔ8](#)

Rating: — · first AC: 2015-12-05 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1384.**

100003C

[Aö>DIBc, 1CTACô@CTDC,,:D =D´5 Cä>CDK](#)

Rating: — · first AC: 2015-12-05 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1385.**

100033I

[B T0Cä9D BC\\$5CÔ=D'9 CD>C=CCÄ5CÔB](#)

Rating: — · first AC: 2015-12-02 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**1386.**

100033G

[Aö@Cä1CT6C=8 Cö> AÄ0CÔEDÔBD\\$5CÔC](#)

Rating: — · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1387.**

100033D

[BÖ;Cä1D\\$@C,,GCTAD\\$2Cà](#)

Rating: — · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1388.**

100033H

[B ;CT4D4ND"5CR @C 7C 8CT=C,,5 CÔ0 D ;C 3C 5CÄKCP](#)

Rating: — · first AC: 2015-12-02 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**1389.**

100033K

[A=0Cä1AC,,2C O D\\$0C ;C,,FC @CT7D4;DÄBC BCä2](#)

Rating: — · first AC: 2015-12-02 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**1390.**

100033F

[A=0Cä1C,,GCTAC=8CR 7C EC\\$0D\\$GC,,:C€](#)

Rating: — · first AC: 2015-12-02 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**1391.**

100296A

[Aä;CT0@, 4C\\$>C,,GCÔKCR ?CäAC'5CD>C\\$0D\\$5C'LCÔ>D BC€](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1392.**

100296H

[A TUD"8D"5CÔ=Cä5 D >CT4C,,=CT=C,,5](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1393.**

100296I

[AöD5D\\$0C48C\\$0CÔ8CR :C =C BC](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1394.**

100296D

[Aö;Cä1@C AC=0 Ct0C >D 0](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1395.**

100296G

[Aö@Cä17D°](#)

Rating: — · first AC: 2015-11-29 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**1396.**

100296E

[B55015D>CÔ=D´5 CÔ>CÄ5D 0](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1397.**

100296B

[A45D>CB´CP](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1398.**

100044J

[A0>017CD0](#)

Rating: — · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1399.**

100044I

[A15CÄ0CÔ4CÔ0Dò >C´8CÄ?C,,0CD0](#)

Rating: — · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1400.**

100044H

[B#0Crial](#)

Rating: — · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1401.**

100044E

[A00D#0C@](#)

Rating: — · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1402.**

100044F

[AÄ0040Ct8CÐ](#)

Rating: — · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1403.**

100044G

[A10CÔ>D](#)

Rating: — · first AC: 2015-11-28 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**1404.**

100044D

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

Rating: — · first AC: 2015-11-28 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**1405.**

100044A

[AÖ00,1Cä;DÄHC,,9 Cä1D´8C´ 4CT;C,,BCT;DÄ](#)

Rating: — · first AC: 2015-11-28 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**1406.**

100039D

[B,1>D#ACP](#)

Rating: — · first AC: 2015-11-21 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1407.**

100039B

[BÖTÄD² 8 Cä;CT=C€](#)

Rating: — · first AC: 2015-11-21 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1408.**

100039F

[AÖ;C=0TBC C'NC](#)

Rating: — · first AC: 2015-11-21 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**1409.**

100039H

[A#@O;ACÔ>-DtQD =D´5 CD5D 5C\\$LDö](#)

Rating: — · first AC: 2015-11-21 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1410.**

100039E

[A ZDS>CÄ>C 8C´LCÔKCR =Cä<CT@C](#)

Rating: — · first AC: 2015-11-21 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**1411.**

100039C

[BÖDriäCT@C,,<CT=D](#)

Rating: — · first AC: 2015-11-21 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1412.**

100039I

[A..TCäD 0Cd5CÔ8CR BC 1C´8DdK](#)

Rating: — · first AC: 2015-11-21 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**1413.**

100039J

[AÖ50ä@ C 2C,,;DÄ=C O D GC,,BC ;C#0](#)

Rating: — · first AC: 2015-11-21 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**1414.**

100801C

[Concatenation · Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1415.**

100801D

[Distribution in Metagonia · Tutorial](#)

Rating: — · first AC: 2015-11-06 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**1416.**

100801J

[Journey to the "The World's Start" · Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1417.**

100801L

[Lucky Chances · Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1418.**

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**1419.**

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**1420.**

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1421.**

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**1422.**

100799K

[A@C#1C#8](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1423.**

100799B

[AD500L D >Cd4CT=C,,O](#)

Rating: — · first AC: 2015-10-31 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**1424.**

100799H

[B0Ad\\$0DD5D\\$0](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1425.**

100799D

[AD>DrBC 2C#0 DDCD\\$1Cä;Cä:](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1426.**

100799F

[AÄB0'Kc' >C IC,,9 CD5C'8D\\$5C'L](#)

Rating: — · first AC: 2015-10-31 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**1427.**

100799J

[AtZ0T70DK C00 C0>C4>C00DP](#)

Rating: — · first AC: 2015-10-31 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**1428.**

100799I

[B 0C0A =](#)

Rating: — · first AC: 2015-10-31 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**1429.**

100799G

[B · Tutorial](#)

Rating: — · first AC: 2015-10-31 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**1430.**

100062E

[E · Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1431.**

100062G

[G · Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1432.**

100062D

[D · Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1433.**

100062I

[I · Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1434.**

100062C

[C · Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1435.**

100062B

[B · Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++11 (first AC) · Tags: —

[platypus179's solution](#)

**1436.**

100062A

[A · Tutorial](#)

Rating: — · first AC: 2015-10-10 · PyPy 3 (first AC) · Tags: —

[platypus179's solution](#)

**1437.**

100653B

[AD>CÄD,,=CT5 Ct0CD0CÔ8CP](#)

Rating: — · first AC: 2015-04-18 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)

**1438.**

100653A

[AÄ0048Dt5D :C,,5 Cæ0D BCäGCæ8](#)

Rating: — · first AC: 2015-04-18 · Python 3 (first AC) · Tags: —

[platypus179's solution](#)