

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

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# Unique solved — problem-solved

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

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

Filters: none

Count: 1,279

- 1.**  
1760A  
[Medium Number](#) · [Tutorial](#)  
Quality: 79,941 global accepts · Rating: 800 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[problem-solved's solution](#)
- 2.**  
1343B  
[Balanced Array](#) · [Tutorial](#)  
Quality: 65,141 global accepts · Rating: 800 · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[problem-solved's solution](#)
- 3.**  
1328A  
[Divisibility Problem](#) · [Tutorial](#)  
Quality: 131,912 global accepts · Rating: 800 · first AC: 2020-05-03 · GNU C++11 (first AC) · Tags: math  
[problem-solved's solution](#)
- 4.**  
1283A  
[Minutes Before the New Year](#) · [Tutorial](#)  
Quality: 61,300 global accepts · Rating: 800 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: math  
[problem-solved's solution](#)
- 5.**  
1207A  
[There Are Two Types Of Burgers](#) · [Tutorial](#)  
Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math  
[problem-solved's solution](#)
- 6.**  
1130A  
[Be Positive](#) · [Tutorial](#)  
Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[problem-solved's solution](#)
- 7.**  
1080A  
[Petya and Origami](#) · [Tutorial](#)  
Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: math  
[problem-solved's solution](#)
- 8.**  
950A  
[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)  
Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation, math  
[problem-solved's solution](#)
- 9.**  
1072A  
[Golden Plate](#) · [Tutorial](#)  
Rating: 800 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: implementation, math  
[problem-solved's solution](#)

**10.**

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[problem-solved's solution](#)

**11.**

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2018-01-01 · last AC: 2018-01-01 · Python 3 (first AC) · Tags: brute force, implementation  
[problem-solved's solution](#)

**12.**

899A

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

Quality: 11,097 global accepts · Rating: 800 · first AC: 2017-12-19 · last AC: 2017-12-19 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math  
[problem-solved's solution](#)

**13.**

822A

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

Quality: 36,809 global accepts · Rating: 800 · first AC: 2017-12-12 · Python 3 (first AC) · Tags: implementation, math, number theory  
[problem-solved's solution](#)

**14.**

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-12-12 · Python 3 (first AC) · Tags: brute force, implementation  
[problem-solved's solution](#)

**15.**

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-12-12 · Python 3 (first AC) · Tags: brute force, constructive algorithms, math  
[problem-solved's solution](#)

**16.**

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,093 global accepts · Rating: 800 · first AC: 2017-12-07 · Python 3 (first AC) · Tags: implementation  
[problem-solved's solution](#)

**17.**

855A

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

Quality: 27,347 global accepts · Rating: 800 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[problem-solved's solution](#)

**18.**

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[problem-solved's solution](#)

**19.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,838 global accepts · Rating: 800 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math  
[problem-solved's solution](#)

**20.**

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,926 global accepts · Rating: 800 · first AC: 2017-06-13 · Python 3 (first AC) · Tags: implementation

[problem-solved's solution](#)

**21.**

802G1

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

Quality: 8,143 global accepts · Rating: 800 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: implementation, strings

[problem-solved's solution](#)

**22.**

811A

[Vladik and Courtesy](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[problem-solved's solution](#)

**23.**

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[problem-solved's solution](#)

**24.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,735 global accepts · Rating: 800 · first AC: 2016-03-24 · Python 3 (first AC) · Tags: greedy, math

[problem-solved's solution](#)

**25.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,147 global accepts · Rating: 800 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: math

[problem-solved's solution](#)

**26.**

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 800 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: implementation

[problem-solved's solution](#)

**27.**

551A

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

Quality: 17,860 global accepts · Rating: 800 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[problem-solved's solution](#)

**28.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,539 global accepts · Rating: 800 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: implementation, strings

[problem-solved's solution](#)

**29.**

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, math

[problem-solved's solution](#)

**30.**

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,015 global accepts · Rating: 800 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[problem-solved's solution](#)

**31.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,339 global accepts · Rating: 800 · first AC: 2014-04-06 · MS C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**32.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,378 global accepts · Rating: 800 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings  
[problem-solved's solution](#)

**33.**

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: implementation  
[problem-solved's solution](#)

**34.**

71A

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

Quality: 503,291 global accepts · Rating: 800 · first AC: 2013-05-04 · Java 7 (first AC) · Tags: strings  
[problem-solved's solution](#)

**35.**

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-12 · MS C++ (first AC) · Tags: \*special, implementation, sortings  
[problem-solved's solution](#)

**36.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,311 global accepts · Rating: 800 · first AC: 2013-04-08 · GNU C++ (first AC) · Tags: implementation  
[problem-solved's solution](#)

**37.**

294A

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

Quality: 28,398 global accepts · Rating: 800 · first AC: 2013-04-08 · Java 7 (first AC) · Tags: implementation, math  
[problem-solved's solution](#)

**38.**

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2013-03-03 · Java 7 (first AC) · Tags: implementation  
[problem-solved's solution](#)

**39.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,749 global accepts · Rating: 800 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: brute force  
[problem-solved's solution](#)

**40.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,210 global accepts · Rating: 800 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: brute force  
[problem-solved's solution](#)

**41.**

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,096 global accepts · Rating: 800 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths  
[problem-solved's solution](#)

**42.**

266A

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

Quality: 244,583 global accepts · Rating: 800 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**43.**

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,676 global accepts · Rating: 800 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**44.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,025 global accepts · Rating: 800 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**45.**

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 800 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**46.**

32B

[Borze](#) · [Tutorial](#)

Quality: 79,756 global accepts · Rating: 800 · first AC: 2012-12-30 · GNU C++ (first AC) · Tags: expression parsing, implementation

[problem-solved's solution](#)

**47.**

112A

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

Quality: 287,276 global accepts · Rating: 800 · first AC: 2012-12-19 · GNU C++ (first AC) · Tags: implementation, strings

[problem-solved's solution](#)

**48.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,495 global accepts · Rating: 800 · first AC: 2012-12-01 · Java 6 (first AC) · Tags: \*special, implementation

[problem-solved's solution](#)

**49.**

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,061 global accepts · Rating: 800 · first AC: 2012-11-29 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**50.**

245A

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

Quality: 9,133 global accepts · Rating: 800 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**51.**

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,511 global accepts · Rating: 800 · first AC: 2012-10-24 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**52.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,051 global accepts · Rating: 800 · first AC: 2012-10-23 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[problem-solved's solution](#)

**53.**

233A

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

Quality: 49,151 global accepts · Rating: 800 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: implementation, math

[problem-solved's solution](#)

**54.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,290 global accepts · Rating: 800 · first AC: 2012-10-08 · GNU C++ (first AC) · Tags: brute force, greedy

[problem-solved's solution](#)

**55.**

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2012-09-30 · GNU C++ (first AC) · Tags: brute force

[problem-solved's solution](#)

**56.**

228A

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

Quality: 139,820 global accepts · Rating: 800 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**57.**

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,422 global accepts · Rating: 800 · first AC: 2012-09-22 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**58.**

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 800 · first AC: 2012-09-18 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**59.**

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 800 · first AC: 2012-09-13 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**60.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,559 global accepts · Rating: 800 · first AC: 2012-09-04 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**61.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,539 global accepts · Rating: 800 · first AC: 2012-08-24 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**62.**

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,923 global accepts · Rating: 800 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: brute force

[problem-solved's solution](#)

**63.**

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[problem-solved's solution](#)

**64.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,426 global accepts · Rating: 800 · first AC: 2012-06-24 · GNU C++ (first AC) · Tags: implementation, math

[problem-solved's solution](#)

**65.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,679 global accepts · Rating: 800 · first AC: 2012-06-24 · GNU C++ (first AC) · Tags: math, probabilities

[problem-solved's solution](#)

**66.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,913 global accepts · Rating: 800 · first AC: 2012-05-21 · GNU C++0x (first AC) · Tags: brute force, math

[problem-solved's solution](#)

**67.**

177A1

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 11,501 global accepts · Rating: 800 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**68.**

177A2

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 8,565 global accepts · Rating: 800 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**69.**

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 800 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[problem-solved's solution](#)

**70.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,394 global accepts · Rating: 900 · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: brute force, math

[problem-solved's solution](#)

**71.**

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: math

[problem-solved's solution](#)

**72.**

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,074 global accepts · Rating: 900 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

[problem-solved's solution](#)

**73.**

903A

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

Quality: 15,517 global accepts · Rating: 900 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[problem-solved's solution](#)

**74.**

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[problem-solved's solution](#)

**75.**

1080B

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

Quality: 12,641 global accepts · Rating: 900 · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[problem-solved's solution](#)

**76.**

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: implementation, math  
[problem-solved's solution](#)

**77.**

913A

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

Quality: 24,179 global accepts · Rating: 900 · first AC: 2018-01-13 · Python 3 (first AC) · Tags: implementation, math  
[problem-solved's solution](#)

**78.**

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,392 global accepts · Rating: 900 · first AC: 2015-07-09 · last AC: 2017-07-23 · Python 2 (first AC) · Tags: greedy  
[problem-solved's solution](#)

**79.**

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2017-05-25 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation  
[problem-solved's solution](#)

**80.**

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-24 · Python 3 (first AC) · Tags: brute force, implementation, sortings  
[problem-solved's solution](#)

**81.**

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,677 global accepts · Rating: 900 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: implementation  
[problem-solved's solution](#)

**82.**

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2016-01-10 · GNU C++11 (first AC) · Tags: implementation  
[problem-solved's solution](#)

**83.**

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,692 global accepts · Rating: 900 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: brute force, dp, implementation  
[problem-solved's solution](#)

**84.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,911 global accepts · Rating: 900 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: greedy  
[problem-solved's solution](#)

**85.**

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,283 global accepts · Rating: 900 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: implementation, math  
[problem-solved's solution](#)

**86.**

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,130 global accepts · Rating: 900 · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: implementation

[problem-solved's solution](#)

**87.**

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: greedy, implementation

[problem-solved's solution](#)

**88.**

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 900 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: brute force, implementation

[problem-solved's solution](#)

**89.**

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,065 global accepts · Rating: 900 · first AC: 2013-02-24 · MS C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**90.**

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,471 global accepts · Rating: 900 · first AC: 2013-02-24 · MS C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**91.**

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: math, number theory

[problem-solved's solution](#)

**92.**

263B

[Squares](#) · [Tutorial](#)

Quality: 9,780 global accepts · Rating: 900 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[problem-solved's solution](#)

**93.**

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2012-12-14 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**94.**

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,565 global accepts · Rating: 900 · first AC: 2012-11-27 · last AC: 2012-11-27 · Java 7 (first AC) · Tags: implementation

[problem-solved's solution](#)

**95.**

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 900 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[problem-solved's solution](#)

**96.**

116C

[Party](#) · [Tutorial](#)

Rating: 900 · first AC: 2012-09-04 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[problem-solved's solution](#)

**97.**

137A

[Postcards and photos](#) · [Tutorial](#)

Quality: 7,835 global accepts · Rating: 900 · first AC: 2012-08-22 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**98.**

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2012-08-06 · GNU C++ (first AC) · Tags: brute force, implementation

[problem-solved's solution](#)

**99.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,068 global accepts · Rating: 900 · first AC: 2012-07-24 · GNU C++ (first AC) · Tags: strings

[problem-solved's solution](#)

**100.**

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 900 · first AC: 2012-07-06 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**101.**

199A

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

Quality: 30,290 global accepts · Rating: 900 · first AC: 2012-06-23 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[problem-solved's solution](#)

**102.**

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: implementation, math

[problem-solved's solution](#)

**103.**

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 900 · first AC: 2012-05-28 · GNU C++0x (first AC) · Tags: brute force, geometry

[problem-solved's solution](#)

**104.**

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-08-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[problem-solved's solution](#)

**105.**

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,297 global accepts · Rating: 1000 · first AC: 2019-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[problem-solved's solution](#)

**106.**

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1000 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[problem-solved's solution](#)

**107.**

979A

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

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-25 · GNU C++11 (first AC) · Tags: math

[problem-solved's solution](#)

**108.**

389A

[Fox and Number Game](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1000 · first AC: 2018-01-16 · GNU C++11 (first AC) · Tags: greedy, math

[problem-solved's solution](#)

**109.**

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[problem-solved's solution](#)

**110.**

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[problem-solved's solution](#)

**111.**

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,775 global accepts · Rating: 1000 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[problem-solved's solution](#)

**112.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,269 global accepts · Rating: 1000 · first AC: 2013-12-31 · last AC: 2017-06-21 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**113.**

798A

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

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[problem-solved's solution](#)

**114.**

766B

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

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-05-23 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[problem-solved's solution](#)

**115.**

766A

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

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2017-05-23 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[problem-solved's solution](#)

**116.**

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms

[problem-solved's solution](#)

**117.**

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: greedy, math

[problem-solved's solution](#)

**118.**

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[problem-solved's solution](#)

**119.**

779A

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

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

[problem-solved's solution](#)

**120.**

761A

[Dasha and Stairs](#) · [Tutorial](#)

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

[problem-solved's solution](#)

**121.**

733A

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-11-04 · GNU C++11 (first AC) · Tags: implementation

[problem-solved's solution](#)

**122.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,442 global accepts · Rating: 1000 · first AC: 2016-03-24 · Python 3 (first AC) · Tags: implementation, strings

[problem-solved's solution](#)

**123.**

584A

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

Quality: 52,611 global accepts · Rating: 1000 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: math

[problem-solved's solution](#)

**124.**

500A

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

Quality: 62,699 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation

[problem-solved's solution](#)

**125.**

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[problem-solved's solution](#)

**126.**

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2014-04-22 · GNU C++0x (first AC) · Tags: implementation

[problem-solved's solution](#)

**127.**

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,865 global accepts · Rating: 1000 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**128.**

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1000 · first AC: 2013-12-11 · GNU C++ (first AC) · Tags: greedy, implementation, math

[problem-solved's solution](#)

**129.**

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,377 global accepts · Rating: 1000 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**130.**

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,460 global accepts · Rating: 1000 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: brute force, number theory, sortings

[problem-solved's solution](#)

**131.**

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,679 global accepts · Rating: 1000 · first AC: 2013-02-13 · MS C++ (first AC) · Tags: implementation, math  
[problem-solved's solution](#)

**132.**

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,786 global accepts · Rating: 1000 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: implementation, math  
[problem-solved's solution](#)

**133.**

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: greedy, implementation  
[problem-solved's solution](#)

**134.**

259A

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

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, strings  
[problem-solved's solution](#)

**135.**

124A

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

Quality: 44,210 global accepts · Rating: 1000 · first AC: 2012-12-12 · GNU C++ (first AC) · Tags: math  
[problem-solved's solution](#)

**136.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,979 global accepts · Rating: 1000 · first AC: 2012-12-10 · GNU C++ (first AC) · Tags: implementation, strings  
[problem-solved's solution](#)

**137.**

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2012-11-27 · GNU C++0x (first AC) · Tags: greedy  
[problem-solved's solution](#)

**138.**

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: implementation  
[problem-solved's solution](#)

**139.**

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2012-10-24 · GNU C++ (first AC) · Tags: brute force, implementation  
[problem-solved's solution](#)

**140.**

110C

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

Rating: 1000 · first AC: 2012-10-24 · GNU C++ (first AC) · Tags: implementation, math  
[problem-solved's solution](#)

**141.**

143A

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

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2012-10-19 · GNU C++ (first AC) · Tags: brute force, math

[problem-solved's solution](#)

**142.**

234B

[Reading](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 1000 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: sortings

[problem-solved's solution](#)

**143.**

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2012-09-30 · GNU C++ (first AC) · Tags: geometry, sortings

[problem-solved's solution](#)

**144.**

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2012-09-05 · GNU C++ (first AC) · Tags: math

[problem-solved's solution](#)

**145.**

219A

[k-String](#) · [Tutorial](#)

Quality: 32,320 global accepts · Rating: 1000 · first AC: 2012-09-05 · GNU C++ (first AC) · Tags: implementation, strings

[problem-solved's solution](#)

**146.**

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1000 · first AC: 2012-09-01 · GNU C++ (first AC) · Tags: brute force, implementation

[problem-solved's solution](#)

**147.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,806 global accepts · Rating: 1000 · first AC: 2012-09-01 · GNU C++ (first AC) · Tags: brute force, number theory

[problem-solved's solution](#)

**148.**

221A

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

Quality: 16,803 global accepts · Rating: 1000 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: implementation, math

[problem-solved's solution](#)

**149.**

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1000 · first AC: 2012-08-22 · GNU C++ (first AC) · Tags: greedy

[problem-solved's solution](#)

**150.**

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: 1000 · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: binary search, brute force, math

[problem-solved's solution](#)

**151.**

5A

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

Quality: 11,124 global accepts · Rating: 1000 · first AC: 2012-05-23 · GNU C++0x (first AC) · Tags: implementation

[problem-solved's solution](#)

**152.**

3A

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

Quality: 22,147 global accepts · Rating: 1000 · first AC: 2012-05-19 · GNU C++ (first AC) · Tags: greedy, shortest paths

[problem-solved's solution](#)

**153.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,240 global accepts · Rating: 1000 · first AC: 2012-05-16 · GNU C++ (first AC) · Tags: math

[problem-solved's solution](#)

**154.**

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[problem-solved's solution](#)

**155.**

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: greedy

[problem-solved's solution](#)

**156.**

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1000 · first AC: 2012-04-24 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**157.**

177B1

[Rectangular Game](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1000 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: number theory

[problem-solved's solution](#)

**158.**

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: brute force, strings

[problem-solved's solution](#)

**159.**

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[problem-solved's solution](#)

**160.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[problem-solved's solution](#)

**161.**

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[problem-solved's solution](#)

**162.**

950B

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

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: greedy, implementation

[problem-solved's solution](#)

**163.**

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[problem-solved's solution](#)

**164.**

902A

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

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-20 · last AC: 2017-12-20 · Python 3 (first AC) · Tags: greedy, implementation

[problem-solved's solution](#)

**165.**

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,728 global accepts · Rating: 1100 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[problem-solved's solution](#)

**166.**

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[problem-solved's solution](#)

**167.**

556B

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

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[problem-solved's solution](#)

**168.**

706B

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

Quality: 84,466 global accepts · Rating: 1100 · first AC: 2017-05-25 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[problem-solved's solution](#)

**169.**

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-05-22 · GNU C++11 (first AC) · Tags: implementation, math

[problem-solved's solution](#)

**170.**

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-03-03 · GNU C++11 (first AC) · Tags: brute force, greedy

[problem-solved's solution](#)

**171.**

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: math

[problem-solved's solution](#)

**172.**

363B

[Fence](#) · [Tutorial](#)

Quality: 67,076 global accepts · Rating: 1100 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: brute force, dp

[problem-solved's solution](#)

**173.**

368B

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

Quality: 49,902 global accepts · Rating: 1100 · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: data structures, dp

[problem-solved's solution](#)

**174.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,506 global accepts · Rating: 1100 · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: dp, implementation

[problem-solved's solution](#)

**175.**

558A

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

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[problem-solved's solution](#)

**176.**

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-07-06 · last AC: 2015-07-06 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[problem-solved's solution](#)

**177.**

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,712 global accepts · Rating: 1100 · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: data structures, implementation, sortings

[problem-solved's solution](#)

**178.**

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: implementation

[problem-solved's solution](#)

**179.**

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,838 global accepts · Rating: 1100 · first AC: 2014-04-13 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[problem-solved's solution](#)

**180.**

331C1

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: dp

[problem-solved's solution](#)

**181.**

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: greedy

[problem-solved's solution](#)

**182.**

312A

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

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2013-05-29 · GNU C++ (first AC) · Tags: implementation, strings

[problem-solved's solution](#)

**183.**

300A

[Array](#) · [Tutorial](#)

Quality: 27,216 global accepts · Rating: 1100 · first AC: 2013-04-25 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[problem-solved's solution](#)

**184.**

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · MS C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**185.**

296A

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

Quality: 26,039 global accepts · Rating: 1100 · first AC: 2013-04-15 · MS C++ (first AC) · Tags: greedy, math

[problem-solved's solution](#)

**186.**

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,826 global accepts · Rating: 1100 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: geometry, implementation, math

[problem-solved's solution](#)

**187.**

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2013-01-08 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[problem-solved's solution](#)

**188.**

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2012-12-25 · last AC: 2012-12-25 · Java 7 (first AC) · Tags: greedy, math

[problem-solved's solution](#)

**189.**

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, implementation

[problem-solved's solution](#)

**190.**

259C

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

Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: greedy, strings

[problem-solved's solution](#)

**191.**

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1100 · first AC: 2012-12-08 · GNU C++ (first AC) · Tags: greedy

[problem-solved's solution](#)

**192.**

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 1100 · first AC: 2012-12-07 · GNU C++ (first AC) · Tags: brute force, implementation

[problem-solved's solution](#)

**193.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,834 global accepts · Rating: 1100 · first AC: 2012-12-04 · GNU C++ (first AC) · Tags: \*special, greedy, implementation

[problem-solved's solution](#)

**194.**

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,521 global accepts · Rating: 1100 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: implementation, strings

[problem-solved's solution](#)

**195.**

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2012-11-12 · GNU C++ (first AC) · Tags: implementation, sortings

[problem-solved's solution](#)

**196.**

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2012-11-12 · GNU C++ (first AC) · Tags: brute force, implementation

[problem-solved's solution](#)

**197.**

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2012-10-24 · GNU C++ (first AC) · Tags: constructive algorithms, strings  
[problem-solved's solution](#)

**198.**

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2012-10-23 · GNU C++ (first AC) · Tags: brute force, implementation  
[problem-solved's solution](#)

**199.**

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2012-10-23 · GNU C++ (first AC) · Tags: greedy, sortings  
[problem-solved's solution](#)

**200.**

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,440 global accepts · Rating: 1100 · first AC: 2012-09-25 · GNU C++ (first AC) · Tags: implementation  
[problem-solved's solution](#)

**201.**

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1100 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy  
[problem-solved's solution](#)

**202.**

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,289 global accepts · Rating: 1100 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: brute force, geometry, math  
[problem-solved's solution](#)

**203.**

103A

[Testing Pants for Sadness](#) · [Tutorial](#)

Quality: 6,573 global accepts · Rating: 1100 · first AC: 2012-09-13 · GNU C++ (first AC) · Tags: greedy, implementation, math  
[problem-solved's solution](#)

**204.**

104B

[Testing Pants for Sadness](#) · [Tutorial](#)

Rating: 1100 · first AC: 2012-09-13 · GNU C++ (first AC) · Tags: math  
[problem-solved's solution](#)

**205.**

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,615 global accepts · Rating: 1100 · first AC: 2012-09-04 · GNU C++ (first AC) · Tags: greedy, implementation  
[problem-solved's solution](#)

**206.**

122C

[Lucky Sum](#) · [Tutorial](#)

Rating: 1100 · first AC: 2012-09-01 · GNU C++ (first AC) · Tags: brute force, math  
[problem-solved's solution](#)

**207.**

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,329 global accepts · Rating: 1100 · first AC: 2012-08-24 · GNU C++ (first AC) · Tags: implementation, math

[problem-solved's solution](#)

**208.**

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,532 global accepts · Rating: 1100 · first AC: 2012-08-18 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, implementation

[problem-solved's solution](#)

**209.**

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2012-08-18 · GNU C++0x (first AC) · Tags: implementation

[problem-solved's solution](#)

**210.**

196A

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-06-13 · GNU C++ (first AC) · Tags: greedy, strings

[problem-solved's solution](#)

**211.**

197C

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Rating: 1100 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings

[problem-solved's solution](#)

**212.**

7A

[Kalevitch and Chess](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2012-06-04 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[problem-solved's solution](#)

**213.**

6B

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

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2012-05-30 · GNU C++0x (first AC) · Tags: implementation

[problem-solved's solution](#)

**214.**

192B

[Walking in the Rain](#) · [Tutorial](#)

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2012-05-27 · GNU C++0x (first AC) · Tags: brute force, implementation

[problem-solved's solution](#)

**215.**

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2012-05-16 · GNU C++ (first AC) · Tags: greedy, math

[problem-solved's solution](#)

**216.**

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: implementation, strings

[problem-solved's solution](#)

**217.**

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 1100 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: greedy

[problem-solved's solution](#)

**218.**

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[problem-solved's solution](#)

**219.**

262B

[Roma and Changing Signs](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2013-01-13 · last AC: 2025-06-21 · GNU C++ (first AC) · Tags: greedy

[problem-solved's solution](#)

**220.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[problem-solved's solution](#)

**221.**

1343C

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

Quality: 44,074 global accepts · Rating: 1200 · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[problem-solved's solution](#)

**222.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,083 global accepts · Rating: 1200 · first AC: 2020-05-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[problem-solved's solution](#)

**223.**

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[problem-solved's solution](#)

**224.**

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[problem-solved's solution](#)

**225.**

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[problem-solved's solution](#)

**226.**

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,637 global accepts · Rating: 1200 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[problem-solved's solution](#)

**227.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[problem-solved's solution](#)

**228.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-13 · Python 3 (first AC) · Tags: implementation, trees

[problem-solved's solution](#)

**229.**

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2018-01-01 · Python 3 (first AC) · Tags: brute force, implementation

[problem-solved's solution](#)

**230.**

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-20 · last AC: 2017-12-20 · Python 3 (first AC) · Tags: dfs and similar, dsu, greedy

[problem-solved's solution](#)

**231.**

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2017-12-19 · last AC: 2017-12-19 · Python 3 (first AC) · Tags: implementation

[problem-solved's solution](#)

**232.**

854B

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

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-12-12 · Python 3 (first AC) · Tags: constructive algorithms, math

[problem-solved's solution](#)

**233.**

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[problem-solved's solution](#)

**234.**

828A

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

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[problem-solved's solution](#)

**235.**

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[problem-solved's solution](#)

**236.**

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · last AC: 2017-06-21 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[problem-solved's solution](#)

**237.**

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,328 global accepts · Rating: 1200 · first AC: 2017-06-14 · Python 3 (first AC) · Tags: greedy, implementation

[problem-solved's solution](#)

**238.**

802M1

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

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: greedy, sortings

[problem-solved's solution](#)

**239.**

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · GNU C++11 (first AC) · Tags: implementation, sortings

[problem-solved's solution](#)

**240.**

779C

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

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

**241.**

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,869 global accepts · Rating: 1200 · first AC: 2015-11-07 · GNU C++11 (first AC) · Tags: dp, implementation, sortings  
[problem-solved's solution](#)

**242.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,743 global accepts · Rating: 1200 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers  
[problem-solved's solution](#)

**243.**

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: implementation, strings  
[problem-solved's solution](#)

**244.**

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy  
[problem-solved's solution](#)

**245.**

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: implementation, strings  
[problem-solved's solution](#)

**246.**

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2014-04-06 · MS C++ (first AC) · Tags: brute force, graphs, math  
[problem-solved's solution](#)

**247.**

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: brute force, implementation, schedules  
[problem-solved's solution](#)

**248.**

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2013-11-05 · GNU C++ (first AC) · Tags: brute force, greedy, implementation  
[problem-solved's solution](#)

**249.**

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2013-11-05 · GNU C++ (first AC) · Tags: implementation, math  
[problem-solved's solution](#)

**250.**

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: greedy, implementation  
[problem-solved's solution](#)

**251.**

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2013-07-04 · MS C++ (first AC) · Tags: math  
[problem-solved's solution](#)

**252.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,909 global accepts · Rating: 1200 · first AC: 2013-07-04 · MS C++ (first AC) · Tags: brute force, dp, implementation  
[problem-solved's solution](#)

**253.**

38B

[Chess](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1200 · first AC: 2013-06-29 · GNU C++ (first AC) · Tags: brute force, implementation, math  
[problem-solved's solution](#)

**254.**

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-04-15 · MS C++ (first AC) · Tags: graphs, implementation  
[problem-solved's solution](#)

**255.**

264A

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

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2013-01-21 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers  
[problem-solved's solution](#)

**256.**

265C

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

Rating: 1200 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: greedy, implementation  
[problem-solved's solution](#)

**257.**

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 1200 · first AC: 2012-12-19 · GNU C++ (first AC) · Tags: implementation, math  
[problem-solved's solution](#)

**258.**

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2012-12-14 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[problem-solved's solution](#)

**259.**

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2012-12-10 · GNU C++ (first AC) · Tags: implementation, math  
[problem-solved's solution](#)

**260.**

254A

[Cards with Numbers](#) · [Tutorial](#)

Quality: 7,737 global accepts · Rating: 1200 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, sortings  
[problem-solved's solution](#)

**261.**

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2012-11-06 · GNU C++ (first AC) · Tags: greedy, implementation, math

[problem-solved's solution](#)

**262.**

143B

[Help Kingdom of Far Far Away 2](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1200 · first AC: 2012-10-19 · GNU C++ (first AC) · Tags: implementation, strings

[problem-solved's solution](#)

**263.**

234A

[Lefthanders and Righthanders](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1200 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**264.**

146C

[Lucky Conversion](#) · [Tutorial](#)

Rating: 1200 · first AC: 2012-09-18 · GNU C++ (first AC) · Tags: greedy

[problem-solved's solution](#)

**265.**

222A

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

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: brute force, implementation

[problem-solved's solution](#)

**266.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,343 global accepts · Rating: 1200 · first AC: 2012-08-18 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[problem-solved's solution](#)

**267.**

218C

[Ice Skating](#) · [Tutorial](#)

Rating: 1200 · first AC: 2012-08-18 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs

[problem-solved's solution](#)

**268.**

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2012-08-14 · GNU C++0x (first AC) · Tags: implementation, math

[problem-solved's solution](#)

**269.**

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2012-07-24 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**270.**

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: brute force, implementation

[problem-solved's solution](#)

**271.**

9C

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

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: brute force, implementation, math

[problem-solved's solution](#)

**272.**

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2012-07-02 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[problem-solved's solution](#)

**273.**

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2012-06-09 · last AC: 2012-06-09 · GNU C++ (first AC) · Tags: strings  
[problem-solved's solution](#)

**274.**

194B

[Square](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1200 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: math  
[problem-solved's solution](#)

**275.**

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1200 · first AC: 2012-05-30 · GNU C++ (first AC) · Tags: greedy, two pointers  
[problem-solved's solution](#)

**276.**

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2012-05-23 · GNU C++0x (first AC) · Tags: implementation, strings  
[problem-solved's solution](#)

**277.**

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,473 global accepts · Rating: 1200 · first AC: 2012-05-21 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy  
[problem-solved's solution](#)

**278.**

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2012-05-15 · GNU C++ (first AC) · Tags: data structures, implementation  
[problem-solved's solution](#)

**279.**

186B

[Growing Mushrooms](#) · [Tutorial](#)

Quality: 6,178 global accepts · Rating: 1200 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: greedy, sortings  
[problem-solved's solution](#)

**280.**

180F

[Mathematical Analysis Rocks!](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1200 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math  
[problem-solved's solution](#)

**281.**

177D1

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 1200 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: brute force  
[problem-solved's solution](#)

**282.**

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: number theory  
[problem-solved's solution](#)

**283.**

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: greedy, sortings

[problem-solved's solution](#)

**284.**

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-05-03 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[problem-solved's solution](#)

**285.**

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[problem-solved's solution](#)

**286.**

899C

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

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-19 · last AC: 2017-12-19 · Python 3 (first AC) · Tags: constructive algorithms, graphs, math

[problem-solved's solution](#)

**287.**

897B

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

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-10 · Python 3 (first AC) · Tags: brute force

[problem-solved's solution](#)

**288.**

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[problem-solved's solution](#)

**289.**

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-13 · last AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[problem-solved's solution](#)

**290.**

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: brute force, dp, strings

[problem-solved's solution](#)

**291.**

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-24 · Python 3 (first AC) · Tags: brute force, dfs and similar, dp, strings

[problem-solved's solution](#)

**292.**

621B

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

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: combinatorics, implementation

[problem-solved's solution](#)

**293.**

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 1300 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: combinatorics

[problem-solved's solution](#)

**294.**

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation  
[problem-solved's solution](#)

**295.**

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,360 global accepts · Rating: 1300 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: implementation  
[problem-solved's solution](#)

**296.**

476B

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

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities  
[problem-solved's solution](#)

**297.**

519C

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

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: greedy, implementation, math, number theory  
[problem-solved's solution](#)

**298.**

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2014-12-08 · GNU C++0x (first AC) · Tags: implementation  
[problem-solved's solution](#)

**299.**

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: dfs and similar, trees  
[problem-solved's solution](#)

**300.**

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2014-04-13 · GNU C++ (first AC) · Tags: brute force, dp, implementation  
[problem-solved's solution](#)

**301.**

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1300 · first AC: 2013-12-12 · GNU C++ (first AC) · Tags: math, number theory  
[problem-solved's solution](#)

**302.**

303A

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

Quality: 8,571 global accepts · Rating: 1300 · first AC: 2013-05-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math  
[problem-solved's solution](#)

**303.**

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2013-05-29 · GNU C++ (first AC) · Tags: math, probabilities  
[problem-solved's solution](#)

**304.**

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2013-05-26 · GNU C++ (first AC) · Tags: constructive algorithms, implementation  
[problem-solved's solution](#)

**305.**

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-13 · MS C++ (first AC) · Tags: \*special, implementation, strings  
[problem-solved's solution](#)

**306.**

288A

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

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: greedy  
[problem-solved's solution](#)

**307.**

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2013-02-24 · MS C++ (first AC) · Tags: games, greedy  
[problem-solved's solution](#)

**308.**

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2013-02-16 · MS C++ (first AC) · Tags: math  
[problem-solved's solution](#)

**309.**

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,460 global accepts · Rating: 1300 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: binary search, brute force, math, number theory  
[problem-solved's solution](#)

**310.**

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2013-01-12 · GNU C++ (first AC) · Tags: math  
[problem-solved's solution](#)

**311.**

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 1300 · first AC: 2013-01-08 · GNU C++ (first AC) · Tags: games, greedy, implementation  
[problem-solved's solution](#)

**312.**

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2012-12-13 · GNU C++ (first AC) · Tags: implementation, number theory, strings  
[problem-solved's solution](#)

**313.**

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,345 global accepts · Rating: 1300 · first AC: 2012-12-07 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers  
[problem-solved's solution](#)

**314.**

252C

[Points on Line](#) · [Tutorial](#)

Rating: 1300 · first AC: 2012-12-07 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers  
[problem-solved's solution](#)

**315.**

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1300 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: greedy, math  
[problem-solved's solution](#)

**316.**

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: constructive algorithms, math  
[problem-solved's solution](#)

**317.**

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: greedy  
[problem-solved's solution](#)

**318.**

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2012-10-23 · GNU C++ (first AC) · Tags: implementation, number theory  
[problem-solved's solution](#)

**319.**

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,475 global accepts · Rating: 1300 · first AC: 2012-10-23 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers  
[problem-solved's solution](#)

**320.**

234C

[Weather](#) · [Tutorial](#)

Quality: 5,948 global accepts · Rating: 1300 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: dp, implementation  
[problem-solved's solution](#)

**321.**

227A

[Where do I Turn?](#) · [Tutorial](#)

Quality: 4,585 global accepts · Rating: 1300 · first AC: 2012-09-25 · GNU C++ (first AC) · Tags: geometry  
[problem-solved's solution](#)

**322.**

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2012-09-18 · GNU C++ (first AC) · Tags: brute force, implementation  
[problem-solved's solution](#)

**323.**

222B

[Cosmic Tables](#) · [Tutorial](#)

Quality: 6,567 global accepts · Rating: 1300 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: data structures, implementation  
[problem-solved's solution](#)

**324.**

220A

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

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2012-09-01 · GNU C++ (first AC) · Tags: implementation, sortings  
[problem-solved's solution](#)

**325.**

221C

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

Rating: 1300 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: sortings  
[problem-solved's solution](#)

**326.**

221B

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

Quality: 4,909 global accepts · Rating: 1300 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: implementation  
[problem-solved's solution](#)

**327.**

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2012-08-22 · GNU C++ (first AC) · Tags: greedy, implementation, sortings  
[problem-solved's solution](#)

**328.**

215B

[Olympic Medal](#) · [Tutorial](#)

Quality: 5,977 global accepts · Rating: 1300 · first AC: 2012-08-06 · GNU C++ (first AC) · Tags: greedy, math  
[problem-solved's solution](#)

**329.**

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1300 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: brute force, implementation  
[problem-solved's solution](#)

**330.**

195B

[After Training](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 1300 · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: data structures, implementation, math  
[problem-solved's solution](#)

**331.**

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2012-05-27 · last AC: 2012-05-27 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation  
[problem-solved's solution](#)

**332.**

189B

[Counting Rhombj](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1300 · first AC: 2012-05-11 · GNU C++ (first AC) · Tags: brute force, math  
[problem-solved's solution](#)

**333.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,882 global accepts · Rating: 1300 · first AC: 2012-05-11 · GNU C++ (first AC) · Tags: brute force, dp  
[problem-solved's solution](#)

**334.**

4C

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

Quality: 108,155 global accepts · Rating: 1300 · first AC: 2012-05-07 · GNU C++ (first AC) · Tags: data structures, hashing, implementation  
[problem-solved's solution](#)

**335.**

185A

[Plant](#) · [Tutorial](#)

Quality: 6,521 global accepts · Rating: 1300 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: math  
[problem-solved's solution](#)

**336.**

186C

[Plant](#) · [Tutorial](#)

Rating: 1300 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: dp, math, matrices, number theory  
[problem-solved's solution](#)

**337.**

181B

[Number of Triplets](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1300 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: binary search, brute force  
[problem-solved's solution](#)

**338.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,126 global accepts · Rating: 1400 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: implementation, strings  
[problem-solved's solution](#)

**339.**

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[problem-solved's solution](#)

**340.**

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2018-06-05 · last AC: 2018-06-05 · GNU C++11 (first AC) · Tags: greedy, sortings  
[problem-solved's solution](#)

**341.**

937B

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

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[problem-solved's solution](#)

**342.**

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,992 global accepts · Rating: 1400 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation  
[problem-solved's solution](#)

**343.**

844C

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

Rating: 1400 · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math  
[problem-solved's solution](#)

**344.**

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[problem-solved's solution](#)

**345.**

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,295 global accepts · Rating: 1400 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[problem-solved's solution](#)

**346.**

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · last AC: 2017-06-21 · GNU C++ (first AC) · Tags: greedy, sortings  
[problem-solved's solution](#)

**347.**

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,635 global accepts · Rating: 1400 · first AC: 2017-06-14 · Python 3 (first AC) · Tags: brute force, data structures, geometry, implementation, math  
[problem-solved's solution](#)

**348.**

802J1

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

Quality: 6,534 global accepts · Rating: 1400 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees  
[problem-solved's solution](#)

**349.**

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2017-05-24 · last AC: 2017-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[problem-solved's solution](#)

**350.**

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,058 global accepts · Rating: 1400 · first AC: 2017-05-19 · GNU C++11 (first AC) · Tags: implementation, math

[problem-solved's solution](#)

**351.**

805D

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

Rating: 1400 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: combinatorics

[problem-solved's solution](#)

**352.**

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2015-12-05 · GNU C++11 (first AC) · Tags: binary search, greedy

[problem-solved's solution](#)

**353.**

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: dp, greedy, math

[problem-solved's solution](#)

**354.**

489C

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

Quality: 51,682 global accepts · Rating: 1400 · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[problem-solved's solution](#)

**355.**

550B

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

Quality: 27,453 global accepts · Rating: 1400 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[problem-solved's solution](#)

**356.**

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[problem-solved's solution](#)

**357.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[problem-solved's solution](#)

**358.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,188 global accepts · Rating: 1400 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[problem-solved's solution](#)

**359.**

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force

[problem-solved's solution](#)

**360.**

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2014-12-08 · GNU C++0x (first AC) · Tags: implementation

[problem-solved's solution](#)

**361.**

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[problem-solved's solution](#)

**362.**

436B

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

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: implementation, math

[problem-solved's solution](#)

**363.**

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[problem-solved's solution](#)

**364.**

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2014-04-13 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers

[problem-solved's solution](#)

**365.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,185 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: combinatorics, dp, number theory

[problem-solved's solution](#)

**366.**

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, sortings

[problem-solved's solution](#)

**367.**

331A1

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 1400 · first AC: 2013-08-20 · last AC: 2013-08-20 · GNU C++ (first AC) · Tags: brute force, implementation

[problem-solved's solution](#)

**368.**

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: math

[problem-solved's solution](#)

**369.**

289B

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

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2013-05-04 · Java 7 (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[problem-solved's solution](#)

**370.**

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,010 global accepts · Rating: 1400 · first AC: 2013-04-11 · GNU C++0x (first AC) · Tags: data structures, implementation  
[problem-solved's solution](#)

**371.**

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: \*special, implementation  
[problem-solved's solution](#)

**372.**

290A

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

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: \*special, implementation  
[problem-solved's solution](#)

**373.**

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,917 global accepts · Rating: 1400 · first AC: 2013-03-05 · MS C++ (first AC) · Tags: brute force, geometry, implementation  
[problem-solved's solution](#)

**374.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,435 global accepts · Rating: 1400 · first AC: 2013-03-05 · MS C++ (first AC) · Tags: binary search, brute force, implementation, two pointers  
[problem-solved's solution](#)

**375.**

270B

[Multithreading](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 1400 · first AC: 2013-02-24 · MS C++ (first AC) · Tags: data structures, greedy, implementation  
[problem-solved's solution](#)

**376.**

272B

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

Quality: 4,289 global accepts · Rating: 1400 · first AC: 2013-02-13 · MS C++ (first AC) · Tags: implementation, math  
[problem-solved's solution](#)

**377.**

261A

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

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: greedy, sortings  
[problem-solved's solution](#)

**378.**

262C

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

Rating: 1400 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: greedy, sortings  
[problem-solved's solution](#)

**379.**

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,587 global accepts · Rating: 1400 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: implementation, math  
[problem-solved's solution](#)

**380.**

111A

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

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2012-12-21 · GNU C++ (first AC) · Tags: greedy  
[problem-solved's solution](#)

**381.**

112C

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

Rating: 1400 · first AC: 2012-12-19 · GNU C++ (first AC) · Tags: greedy, math

[problem-solved's solution](#)

**382.**

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2012-12-12 · GNU C++ (first AC) · Tags: brute force, combinatorics, implementation

[problem-solved's solution](#)

**383.**

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2012-12-10 · GNU C++ (first AC) · Tags: combinatorics, math

[problem-solved's solution](#)

**384.**

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,373 global accepts · Rating: 1400 · first AC: 2012-12-08 · GNU C++ (first AC) · Tags: binary search, dp, sortings, two pointers

[problem-solved's solution](#)

**385.**

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2012-11-27 · Java 7 (first AC) · Tags: math, number theory

[problem-solved's solution](#)

**386.**

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: greedy, implementation

[problem-solved's solution](#)

**387.**

44E

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

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2012-10-31 · GNU C++ (first AC) · Tags: dp

[problem-solved's solution](#)

**388.**

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: dp, greedy, trees

[problem-solved's solution](#)

**389.**

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2012-10-11 · last AC: 2012-10-11 · GNU C++ (first AC) · Tags: binary search, brute force, math

[problem-solved's solution](#)

**390.**

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 1400 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: brute force, implementation

[problem-solved's solution](#)

**391.**

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2012-09-25 · GNU C++ (first AC) · Tags: math

[problem-solved's solution](#)

**392.**

227C

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 1400 · first AC: 2012-09-25 · GNU C++ (first AC) · Tags: math

[problem-solved's solution](#)

**393.**

219B

[Special Offer! Super Price 999 Bourles!](#) · [Tutorial](#)

Quality: 6,150 global accepts · Rating: 1400 · first AC: 2012-09-05 · MS C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**394.**

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: greedy, sortings

[problem-solved's solution](#)

**395.**

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2012-06-23 · GNU C++ (first AC) · Tags: shortest paths

[problem-solved's solution](#)

**396.**

174B

[File List](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1400 · first AC: 2012-06-18 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[problem-solved's solution](#)

**397.**

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: math

[problem-solved's solution](#)

**398.**

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2012-06-11 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[problem-solved's solution](#)

**399.**

125A

[Measuring Lengths in Baden](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 1400 · first AC: 2012-06-05 · GNU C++ (first AC) · Tags: math

[problem-solved's solution](#)

**400.**

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,866 global accepts · Rating: 1400 · first AC: 2012-05-13 · GNU C++ (first AC) · Tags: graphs

[problem-solved's solution](#)

**401.**

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1400 · first AC: 2012-04-24 · last AC: 2012-04-24 · GNU C++ (first AC) · Tags: brute force, hashing, implementation, math, strings

[problem-solved's solution](#)

**402.**

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: dp

[problem-solved's solution](#)

**403.**

175B

[Plane of Tanks: Pro](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2012-04-16 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**404.**

175A

[Robot Bicorn Attack](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 1400 · first AC: 2012-04-16 · GNU C++ (first AC) · Tags: brute force, implementation

[problem-solved's solution](#)

**405.**

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2020-05-02 · last AC: 2020-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, math

[problem-solved's solution](#)

**406.**

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: brute force, dp

[problem-solved's solution](#)

**407.**

1186D

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

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[problem-solved's solution](#)

**408.**

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[problem-solved's solution](#)

**409.**

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-10-21 · last AC: 2018-10-21 · GNU C++11 (first AC) · Tags: dp

[problem-solved's solution](#)

**410.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,465 global accepts · Rating: 1500 · first AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[problem-solved's solution](#)

**411.**

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,392 global accepts · Rating: 1500 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: binary search, implementation

[problem-solved's solution](#)

**412.**

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-12-20 · Python 3 (first AC) · Tags: constructive algorithms

[problem-solved's solution](#)

**413.**

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[problem-solved's solution](#)

**414.**

855B

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

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp  
[problem-solved's solution](#)

**415.**

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[problem-solved's solution](#)

**416.**

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[problem-solved's solution](#)

**417.**

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,155 global accepts · Rating: 1500 · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation  
[problem-solved's solution](#)

**418.**

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,562 global accepts · Rating: 1500 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[problem-solved's solution](#)

**419.**

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2017-07-17 · last AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[problem-solved's solution](#)

**420.**

402C

[Searching for Graph](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1500 · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs  
[problem-solved's solution](#)

**421.**

556C

[Case of Matryoshkas](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[problem-solved's solution](#)

**422.**

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,208 global accepts · Rating: 1500 · first AC: 2017-06-13 · Python 3 (first AC) · Tags: dfs and similar  
[problem-solved's solution](#)

**423.**

611C

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

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2016-01-05 · GNU C++11 (first AC) · Tags: dp, implementation  
[problem-solved's solution](#)

**424.**

553A

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

Quality: 9,832 global accepts · Rating: 1500 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, math  
[problem-solved's solution](#)

**425.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,873 global accepts · Rating: 1500 · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: dp, greedy  
[problem-solved's solution](#)

**426.**

587A

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

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: greedy  
[problem-solved's solution](#)

**427.**

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: combinatorics  
[problem-solved's solution](#)

**428.**

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-07-06 · last AC: 2015-07-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, sortings  
[problem-solved's solution](#)

**429.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,139 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, math  
[problem-solved's solution](#)

**430.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,648 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings  
[problem-solved's solution](#)

**431.**

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: greedy  
[problem-solved's solution](#)

**432.**

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: dsu, implementation  
[problem-solved's solution](#)

**433.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,979 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp  
[problem-solved's solution](#)

**434.**

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: greedy  
[problem-solved's solution](#)

**435.**

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,410 global accepts · Rating: 1500 · first AC: 2014-05-19 · JavaScript (first AC) · Tags: dp, implementation, math  
[problem-solved's solution](#)

**436.**

356A

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

Quality: 16,790 global accepts · Rating: 1500 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: data structures, dsu  
[problem-solved's solution](#)

**437.**

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: constructive algorithms, number theory  
[problem-solved's solution](#)

**438.**

409H

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

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2014-04-01 · MS C++ (first AC) · Tags: \*special, brute force, constructive algorithms, dsu, implementation  
[problem-solved's solution](#)

**439.**

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs  
[problem-solved's solution](#)

**440.**

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: implementation, math  
[problem-solved's solution](#)

**441.**

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2013-12-22 · GNU C++ (first AC) · Tags: combinatorics, greedy  
[problem-solved's solution](#)

**442.**

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: data structures, implementation  
[problem-solved's solution](#)

**443.**

362A

[Two Semiknights Meet](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 1500 · first AC: 2013-11-15 · GNU C++ (first AC) · Tags: greedy, math  
[problem-solved's solution](#)

**444.**

350B

[Resort](#) · [Tutorial](#)

Quality: 3,398 global accepts · Rating: 1500 · first AC: 2013-11-05 · GNU C++ (first AC) · Tags: graphs  
[problem-solved's solution](#)

**445.**

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: brute force, greedy, implementation  
[problem-solved's solution](#)

**446.**

341B

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

Rating: 1500 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: binary search, data structures, dp  
[problem-solved's solution](#)

**447.**

331A2

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2013-08-20 · last AC: 2013-08-20 · GNU C++ (first AC) · Tags: data structures, sortings  
[problem-solved's solution](#)

**448.**

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2013-07-20 · MS C++ (first AC) · Tags: dfs and similar, shortest paths  
[problem-solved's solution](#)

**449.**

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2013-07-20 · MS C++ (first AC) · Tags: constructive algorithms, greedy  
[problem-solved's solution](#)

**450.**

325A

[Square and Rectangles](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2013-07-13 · MS C++ (first AC) · Tags: implementation  
[problem-solved's solution](#)

**451.**

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,118 global accepts · Rating: 1500 · first AC: 2013-07-13 · MS C++ (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths  
[problem-solved's solution](#)

**452.**

320B

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

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2013-06-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs  
[problem-solved's solution](#)

**453.**

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, dfs and similar  
[problem-solved's solution](#)

**454.**

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, data structures  
[problem-solved's solution](#)

**455.**

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2013-04-25 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs  
[problem-solved's solution](#)

**456.**

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 1500 · first AC: 2013-04-23 · GNU C++ (first AC) · Tags: games, greedy  
[problem-solved's solution](#)

**457.**

299C

[Weird Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-04-23 · GNU C++ (first AC) · Tags: games, greedy  
[problem-solved's solution](#)

**458.**

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2013-04-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math  
[problem-solved's solution](#)

**459.**

288B

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

Quality: 3,212 global accepts · Rating: 1500 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: combinatorics  
[problem-solved's solution](#)

**460.**

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: \*special, implementation  
[problem-solved's solution](#)

**461.**

278B

[New Problem](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1500 · first AC: 2013-03-03 · Java 7 (first AC) · Tags: brute force, strings  
[problem-solved's solution](#)

**462.**

276C

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

Quality: 39,556 global accepts · Rating: 1500 · first AC: 2013-02-24 · MS C++ (first AC) · Tags: data structures, greedy, implementation, sortings  
[problem-solved's solution](#)

**463.**

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1500 · first AC: 2013-02-21 · GNU C++ (first AC) · Tags: binary search, greedy, sortings  
[problem-solved's solution](#)

**464.**

272C

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

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2013-02-13 · MS C++ (first AC) · Tags: data structures, implementation  
[problem-solved's solution](#)

**465.**

271C

[Secret](#) · [Tutorial](#)

Quality: 3,136 global accepts · Rating: 1500 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: constructive algorithms, implementation  
[problem-solved's solution](#)

**466.**

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation  
[problem-solved's solution](#)

**467.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2013-01-21 · GNU C++ (first AC) · Tags: dp, number theory  
[problem-solved's solution](#)

**468.**

255C

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

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2012-12-17 · GNU C++ (first AC) · Tags: brute force, dp  
[problem-solved's solution](#)

**469.**

128A

[Statues](#) · [Tutorial](#)

Quality: 3,510 global accepts · Rating: 1500 · first AC: 2012-12-14 · GNU C++ (first AC) · Tags: dfs and similar  
[problem-solved's solution](#)

**470.**

129C

[Statues](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-12-14 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation  
[problem-solved's solution](#)

**471.**

254B

[Jury Size](#) · [Tutorial](#)

Quality: 2,269 global accepts · Rating: 1500 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: brute force, implementation  
[problem-solved's solution](#)

**472.**

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2012-11-28 · GNU C++ (first AC) · Tags: implementation, strings  
[problem-solved's solution](#)

**473.**

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy  
[problem-solved's solution](#)

**474.**

237B

[Young Table](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 1500 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: implementation, sortings  
[problem-solved's solution](#)

**475.**

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: dp, games, greedy  
[problem-solved's solution](#)

**476.**

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2012-10-23 · GNU C++ (first AC) · Tags: \*special, brute force, dp, strings  
[problem-solved's solution](#)

**477.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,624 global accepts · Rating: 1500 · first AC: 2012-10-23 · GNU C++ (first AC) · Tags: dp, math, matrices  
[problem-solved's solution](#)

**478.**

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2012-10-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy  
[problem-solved's solution](#)

**479.**

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2012-09-22 · GNU C++ (first AC) · Tags: implementation, strings  
[problem-solved's solution](#)

**480.**

224B

[Array](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1500 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: bitmasks, implementation, two pointers  
[problem-solved's solution](#)

**481.**

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,655 global accepts · Rating: 1500 · first AC: 2012-09-13 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs  
[problem-solved's solution](#)

**482.**

104C

[Cthulhu](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-09-13 · GNU C++ (first AC) · Tags: dsu, trees  
[problem-solved's solution](#)

**483.**

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2012-09-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees  
[problem-solved's solution](#)

**484.**

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2012-09-05 · GNU C++ (first AC) · Tags: bitmasks, brute force, graphs  
[problem-solved's solution](#)

**485.**

116D

[Lawnmower](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-09-04 · GNU C++ (first AC) · Tags: dp, greedy  
[problem-solved's solution](#)

**486.**

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2012-08-22 · GNU C++ (first AC) · Tags: sortings  
[problem-solved's solution](#)

**487.**

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2012-07-12 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp  
[problem-solved's solution](#)

**488.**

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2012-05-30 · GNU C++0x (first AC) · Tags: greedy  
[problem-solved's solution](#)

**489.**

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2012-05-27 · GNU C++0x (first AC) · Tags: dp  
[problem-solved's solution](#)

**490.**

192C

[Dynasty Puzzles](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-05-27 · GNU C++0x (first AC) · Tags: dp

[problem-solved's solution](#)

**491.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 1500 · first AC: 2012-05-18 · GNU C++ (first AC) · Tags: hashing, implementation

[problem-solved's solution](#)

**492.**

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2012-05-17 · last AC: 2012-05-17 · GNU C++ (first AC) · Tags: dfs and similar

[problem-solved's solution](#)

**493.**

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2012-05-13 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**494.**

178D1

[Magic Squares](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1500 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[problem-solved's solution](#)

**495.**

177C1

[Party](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 1500 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[problem-solved's solution](#)

**496.**

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[problem-solved's solution](#)

**497.**

177D2

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,682 global accepts · Rating: 1500 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: data structures

[problem-solved's solution](#)

**498.**

1027C

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

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2020-01-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[problem-solved's solution](#)

**499.**

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[problem-solved's solution](#)

**500.**

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-08-03 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[problem-solved's solution](#)

**501.**

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy  
[problem-solved's solution](#)

**502.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation  
[problem-solved's solution](#)

**503.**

1151D

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

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings  
[problem-solved's solution](#)

**504.**

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: greedy, math  
[problem-solved's solution](#)

**505.**

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2018-07-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms  
[problem-solved's solution](#)

**506.**

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-25 · GNU C++11 (first AC) · Tags: dfs and similar, trees  
[problem-solved's solution](#)

**507.**

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms  
[problem-solved's solution](#)

**508.**

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[problem-solved's solution](#)

**509.**

782C

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

Rating: 1600 · first AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees  
[problem-solved's solution](#)

**510.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-13 · Python 3 (first AC) · Tags: bitmasks, dp, greedy  
[problem-solved's solution](#)

**511.**

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-01-05 · last AC: 2018-01-05 · GNU C++11 (first AC) · Tags: binary search, ternary search  
[problem-solved's solution](#)

**512.**

860B

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

Rating: 1600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings  
[problem-solved's solution](#)

**513.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,365 global accepts · Rating: 1600 · first AC: 2017-05-25 · last AC: 2017-09-12 · GNU C++11 (first AC) · Tags: dp, strings  
[problem-solved's solution](#)

**514.**

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[problem-solved's solution](#)

**515.**

789C

[Functions again](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-05-22 · GNU C++11 (first AC) · Tags: data structures, dp, two pointers  
[problem-solved's solution](#)

**516.**

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: dfs and similar, math  
[problem-solved's solution](#)

**517.**

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2013-12-19 · last AC: 2016-04-13 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers  
[problem-solved's solution](#)

**518.**

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1600 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: implementation  
[problem-solved's solution](#)

**519.**

615B

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

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-01-15 · GNU C++11 (first AC) · Tags: dp, graphs  
[problem-solved's solution](#)

**520.**

605A

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

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[problem-solved's solution](#)

**521.**

603A

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

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: dp, greedy, math  
[problem-solved's solution](#)

**522.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,780 global accepts · Rating: 1600 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: dp, implementation, trees  
[problem-solved's solution](#)

**523.**

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers  
[problem-solved's solution](#)

**524.**

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math  
[problem-solved's solution](#)

**525.**

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, sortings  
[problem-solved's solution](#)

**526.**

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[problem-solved's solution](#)

**527.**

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings  
[problem-solved's solution](#)

**528.**

493C

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

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2014-12-09 · GNU C++0x (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers  
[problem-solved's solution](#)

**529.**

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: probabilities  
[problem-solved's solution](#)

**530.**

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: greedy, math  
[problem-solved's solution](#)

**531.**

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: dp  
[problem-solved's solution](#)

**532.**

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++0x (first AC) · Tags: dp, implementation  
[problem-solved's solution](#)

**533.**

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++0x (first AC) · Tags: brute force, geometry, implementation, math  
[problem-solved's solution](#)

**534.**

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: implementation, math  
[problem-solved's solution](#)

**535.**

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, greedy  
[problem-solved's solution](#)

**536.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,053 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar  
[problem-solved's solution](#)

**537.**

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-24 · last AC: 2013-12-26 · GNU C++ (first AC) · Tags: data structures, dp, implementation, sortings  
[problem-solved's solution](#)

**538.**

376D

[Maximum Submatrix 2](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-12-25 · GNU C++ (first AC) · Tags: dp, implementation, sortings  
[problem-solved's solution](#)

**539.**

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: math, number theory  
[problem-solved's solution](#)

**540.**

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation  
[problem-solved's solution](#)

**541.**

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2013-11-05 · GNU C++ (first AC) · Tags: greedy, implementation, sortings  
[problem-solved's solution](#)

**542.**

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: binary search, math, sortings  
[problem-solved's solution](#)

**543.**

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: games, math, number theory  
[problem-solved's solution](#)

**544.**

343B

[Alternating Current](#) · [Tutorial](#)

Quality: 17,296 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, greedy, implementation  
[problem-solved's solution](#)

**545.**

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: math, number theory  
[problem-solved's solution](#)

**546.**

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: math  
[problem-solved's solution](#)

**547.**

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-07-27 · MS C++ (first AC) · Tags: greedy  
[problem-solved's solution](#)

**548.**

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-24 · GNU C++ (first AC) · Tags: combinatorics, math  
[problem-solved's solution](#)

**549.**

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dfs and similar, dp  
[problem-solved's solution](#)

**550.**

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,223 global accepts · Rating: 1600 · first AC: 2013-05-19 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation  
[problem-solved's solution](#)

**551.**

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy  
[problem-solved's solution](#)

**552.**

283A

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

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2013-03-17 · MS C++ (first AC) · Tags: constructive algorithms, data structures, implementation  
[problem-solved's solution](#)

**553.**

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2013-02-13 · MS C++ (first AC) · Tags: combinatorics, math, sortings  
[problem-solved's solution](#)

**554.**

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-02 · MS C++ (first AC) · Tags: greedy, math

[problem-solved's solution](#)

**555.**

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2013-01-12 · GNU C++ (first AC) · Tags: expression parsing, greedy, strings  
[problem-solved's solution](#)

**556.**

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings  
[problem-solved's solution](#)

**557.**

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2012-12-10 · GNU C++ (first AC) · Tags: dfs and similar, graphs  
[problem-solved's solution](#)

**558.**

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2012-12-08 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths  
[problem-solved's solution](#)

**559.**

244B

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

Quality: 4,932 global accepts · Rating: 1600 · first AC: 2012-11-27 · last AC: 2012-11-27 · Java 7 (first AC) · Tags: bitmasks, brute force, dfs and similar  
[problem-solved's solution](#)

**560.**

250C

[Movie Critics](#) · [Tutorial](#)

Quality: 2,230 global accepts · Rating: 1600 · first AC: 2012-11-27 · GNU C++0x (first AC) · Tags: greedy  
[problem-solved's solution](#)

**561.**

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy  
[problem-solved's solution](#)

**562.**

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs  
[problem-solved's solution](#)

**563.**

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2012-11-16 · last AC: 2012-11-18 · GNU C++ (first AC) · Tags: bitmasks  
[problem-solved's solution](#)

**564.**

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: combinatorics  
[problem-solved's solution](#)

**565.**

155C

[Hometask](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: dp, greedy

[problem-solved's solution](#)

**566.**

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,273 global accepts · Rating: 1600 · first AC: 2012-10-26 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[problem-solved's solution](#)

**567.**

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,648 global accepts · Rating: 1600 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: binary search, number theory, two pointers

[problem-solved's solution](#)

**568.**

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, graphs, greedy

[problem-solved's solution](#)

**569.**

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,984 global accepts · Rating: 1600 · first AC: 2012-10-24 · GNU C++ (first AC) · Tags: number theory

[problem-solved's solution](#)

**570.**

236C

[LCM Challenge](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-23 · GNU C++ (first AC) · Tags: greedy, number theory

[problem-solved's solution](#)

**571.**

143C

[Help Farmer](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-19 · last AC: 2012-10-19 · GNU C++ (first AC) · Tags: implementation, math

[problem-solved's solution](#)

**572.**

234E

[Champions' League](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: 1600 · first AC: 2012-10-17 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**573.**

234G

[Practice](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 1600 · first AC: 2012-10-16 · last AC: 2012-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer, implementation

[problem-solved's solution](#)

**574.**

240A

[Cinema](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**575.**

234D

[Cinema](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**576.**

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2012-10-08 · GNU C++ (first AC) · Tags: brute force, geometry  
[problem-solved's solution](#)

**577.**

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2012-10-08 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers  
[problem-solved's solution](#)

**578.**

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: binary search, greedy, number theory  
[problem-solved's solution](#)

**579.**

113A

[Grammar Lessons](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1600 · first AC: 2012-09-06 · last AC: 2012-09-06 · GNU C++ (first AC) · Tags: implementation, strings  
[problem-solved's solution](#)

**580.**

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2012-09-05 · GNU C++ (first AC) · Tags: brute force, dp, greedy  
[problem-solved's solution](#)

**581.**

135B

[Rectangle and Square](#) · [Tutorial](#)

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2012-08-22 · last AC: 2012-08-23 · GNU C++ (first AC) · Tags: brute force, geometry, math  
[problem-solved's solution](#)

**582.**

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[problem-solved's solution](#)

**583.**

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2012-07-18 · last AC: 2012-07-19 · GNU C++ (first AC) · Tags: greedy  
[problem-solved's solution](#)

**584.**

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,126 global accepts · Rating: 1600 · first AC: 2012-07-18 · GNU C++ (first AC) · Tags: math, number theory  
[problem-solved's solution](#)

**585.**

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: constructive algorithms, games, math  
[problem-solved's solution](#)

**586.**

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2012-06-05 · GNU C++ (first AC) · Tags: implementation

[problem-solved's solution](#)

**587.**

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2012-05-29 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs, math

[problem-solved's solution](#)

**588.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,317 global accepts · Rating: 1600 · first AC: 2012-05-16 · GNU C++ (first AC) · Tags: implementation, math

[problem-solved's solution](#)

**589.**

165C

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

Quality: 13,824 global accepts · Rating: 1600 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[problem-solved's solution](#)

**590.**

178C1

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 1600 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[problem-solved's solution](#)

**591.**

178B1

[Greedy Merchants](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 1600 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[problem-solved's solution](#)

**592.**

178B2

[Greedy Merchants](#) · [Tutorial](#)

Quality: 770 global accepts · Rating: 1600 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[problem-solved's solution](#)

**593.**

1230D

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

Rating: 1700 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[problem-solved's solution](#)

**594.**

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[problem-solved's solution](#)

**595.**

1130D1

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

Rating: 1700 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[problem-solved's solution](#)

**596.**

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[problem-solved's solution](#)

**597.**

1217C

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

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[problem-solved's solution](#)

**598.**

949B

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

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2019-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[problem-solved's solution](#)

**599.**

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-16 · GNU C++11 (first AC) · Tags: greedy  
[problem-solved's solution](#)

**600.**

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: dp, implementation, math  
[problem-solved's solution](#)

**601.**

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: games, greedy  
[problem-solved's solution](#)

**602.**

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[problem-solved's solution](#)

**603.**

807C

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-01-04 · GNU C++11 (first AC) · Tags: binary search, math  
[problem-solved's solution](#)

**604.**

828C

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

Rating: 1700 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings  
[problem-solved's solution](#)

**605.**

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: dp, greedy, number theory  
[problem-solved's solution](#)

**606.**

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: dp  
[problem-solved's solution](#)

**607.**

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-05-23 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, strings  
[problem-solved's solution](#)

**608.**

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-05-22 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[problem-solved's solution](#)

**609.**

779D

[String Game](#) · [Tutorial](#)

Quality: 1700 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: binary search, strings

[problem-solved's solution](#)

**610.**

621C

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

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory, probabilities

[problem-solved's solution](#)

**611.**

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-01-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[problem-solved's solution](#)

**612.**

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[problem-solved's solution](#)

**613.**

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2015-11-21 · GNU C++11 (first AC) · Tags: dp, implementation

[problem-solved's solution](#)

**614.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: dp

[problem-solved's solution](#)

**615.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,891 global accepts · Rating: 1700 · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[problem-solved's solution](#)

**616.**

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: implementation

[problem-solved's solution](#)

**617.**

586D

[Phillip and Trains](#) · [Tutorial](#)

Quality: 1700 · first AC: 2015-10-15 · last AC: 2015-10-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[problem-solved's solution](#)

**618.**

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[problem-solved's solution](#)

**619.**

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++ (first AC) · Tags: constructive algorithms, implementation  
[problem-solved's solution](#)

**620.**

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities  
[problem-solved's solution](#)

**621.**

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: games, greedy, implementation, math  
[problem-solved's solution](#)

**622.**

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: geometry  
[problem-solved's solution](#)

**623.**

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: brute force, math, number theory, strings  
[problem-solved's solution](#)

**624.**

409B

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

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2014-04-01 · Mysterious Language (first AC) · Tags: \*special  
[problem-solved's solution](#)

**625.**

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++0x (first AC) · Tags: \*special  
[problem-solved's solution](#)

**626.**

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++0x (first AC) · Tags: \*special  
[problem-solved's solution](#)

**627.**

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy  
[problem-solved's solution](#)

**628.**

339D

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

Quality: 32,551 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: data structures, trees  
[problem-solved's solution](#)

**629.**

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths  
[problem-solved's solution](#)

**630.**

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2013-08-20 · last AC: 2013-08-20 · GNU C++ (first AC) · Tags: implementation  
[problem-solved's solution](#)

**631.**

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1700 · first AC: 2013-07-04 · MS C++ (first AC) · Tags: combinatorics, math  
[problem-solved's solution](#)

**632.**

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2013-06-29 · last AC: 2013-06-29 · GNU C++ (first AC) · Tags: binary search, implementation, math  
[problem-solved's solution](#)

**633.**

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: hashing, strings  
[problem-solved's solution](#)

**634.**

303B

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

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2013-05-30 · GNU C++ (first AC) · Tags: implementation, math  
[problem-solved's solution](#)

**635.**

305B

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

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2013-05-19 · Java 7 (first AC) · Tags: brute force, implementation, math  
[problem-solved's solution](#)

**636.**

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms  
[problem-solved's solution](#)

**637.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1700 · first AC: 2013-04-11 · GNU C++0x (first AC) · Tags: dp, graphs, shortest paths  
[problem-solved's solution](#)

**638.**

288C

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

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: implementation, math  
[problem-solved's solution](#)

**639.**

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2013-03-17 · MS C++ (first AC) · Tags: dfs and similar, dp, graphs  
[problem-solved's solution](#)

**640.**

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2013-03-07 · MS C++ (first AC) · Tags: implementation  
[problem-solved's solution](#)

**641.**

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2013-03-05 · Java 7 (first AC) · Tags: dp, implementation, two pointers  
[problem-solved's solution](#)

**642.**

276D

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

Quality: 16,371 global accepts · Rating: 1700 · first AC: 2013-02-24 · MS C++ (first AC) · Tags: bitmasks, dp, greedy, implementation, math  
[problem-solved's solution](#)

**643.**

275B

[Convex Shape](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1700 · first AC: 2013-02-24 · MS C++ (first AC) · Tags: constructive algorithms, implementation  
[problem-solved's solution](#)

**644.**

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-02 · MS C++ (first AC) · Tags: dp  
[problem-solved's solution](#)

**645.**

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2012-12-29 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation  
[problem-solved's solution](#)

**646.**

105A

[Transmigration](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 1700 · first AC: 2012-12-21 · GNU C++ (first AC) · Tags: implementation  
[problem-solved's solution](#)

**647.**

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-12-10 · GNU C++ (first AC) · Tags: sortings  
[problem-solved's solution](#)

**648.**

245C

[Game with Coins](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 1700 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: greedy  
[problem-solved's solution](#)

**649.**

163A

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

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: dp  
[problem-solved's solution](#)

**650.**

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2012-10-24 · GNU C++ (first AC) · Tags: dp  
[problem-solved's solution](#)

**651.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,479 global accepts · Rating: 1700 · first AC: 2012-10-24 · GNU C++ (first AC) · Tags: dp  
[problem-solved's solution](#)

**652.**

157C

[Message](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-09-30 · GNU C++ (first AC) · Tags: brute force, dp, strings  
[problem-solved's solution](#)

**653.**

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2012-09-20 · GNU C++ (first AC) · Tags: dp, matrices  
[problem-solved's solution](#)

**654.**

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,808 global accepts · Rating: 1700 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: data structures, expression parsing, implementation  
[problem-solved's solution](#)

**655.**

224C

[Bracket Sequence](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: data structures  
[problem-solved's solution](#)

**656.**

219D

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

Quality: 12,489 global accepts · Rating: 1700 · first AC: 2012-09-02 · last AC: 2012-09-05 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees  
[problem-solved's solution](#)

**657.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,769 global accepts · Rating: 1700 · first AC: 2012-08-20 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings  
[problem-solved's solution](#)

**658.**

216D

[Spider's Web](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 1700 · first AC: 2012-08-14 · GNU C++0x (first AC) · Tags: binary search, sortings, two pointers  
[problem-solved's solution](#)

**659.**

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1700 · first AC: 2012-08-14 · GNU C++0x (first AC) · Tags: dfs and similar, implementation  
[problem-solved's solution](#)

**660.**

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2012-07-31 · GNU C++ (first AC) · Tags: dfs and similar, greedy  
[problem-solved's solution](#)

**661.**

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,514 global accepts · Rating: 1700 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: geometry, implementation, math  
[problem-solved's solution](#)

**662.**

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2012-06-29 · last AC: 2012-06-29 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[problem-solved's solution](#)

**663.**

202B

[Brand New Easy Problem](#) · [Tutorial](#)

Quality: 857 global accepts · Rating: 1700 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: brute force

[problem-solved's solution](#)

**664.**

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2012-06-23 · GNU C++ (first AC) · Tags: implementation, math

[problem-solved's solution](#)

**665.**

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, trees

[problem-solved's solution](#)

**666.**

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2012-05-28 · last AC: 2012-05-28 · GNU C++0x (first AC) · Tags: greedy

[problem-solved's solution](#)

**667.**

4D

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

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2012-05-22 · last AC: 2012-05-22 · GNU C++0x (first AC) · Tags: dp, sortings

[problem-solved's solution](#)

**668.**

183B

[Zoo](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 1700 · first AC: 2012-05-02 · GNU C++ (first AC) · Tags: brute force, geometry

[problem-solved's solution](#)

**669.**

183A

[Headquarters](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1700 · first AC: 2012-04-30 · GNU C++ (first AC) · Tags: constructive algorithms, math

[problem-solved's solution](#)

**670.**

181D

[Word Cut](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-04-24 · GNU C++ (first AC) · Tags: dp

[problem-solved's solution](#)

**671.**

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2012-04-23 · GNU C++ (first AC) · Tags: brute force

[problem-solved's solution](#)

**672.**

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: dp

[problem-solved's solution](#)

**673.**

1130D2

[Toy Train](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[problem-solved's solution](#)

**674.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,525 global accepts · Rating: 1800 · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[problem-solved's solution](#)

**675.**

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: dp, greedy

[problem-solved's solution](#)

**676.**

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[problem-solved's solution](#)

**677.**

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math

[problem-solved's solution](#)

**678.**

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2019-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[problem-solved's solution](#)

**679.**

442B

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

Quality: 6,111 global accepts · Rating: 1800 · first AC: 2019-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[problem-solved's solution](#)

**680.**

1186C

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

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[problem-solved's solution](#)

**681.**

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[problem-solved's solution](#)

**682.**

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, implementation

[problem-solved's solution](#)

**683.**

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[problem-solved's solution](#)

**684.**

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[problem-solved's solution](#)

**685.**

352C

[Jeff and Rounding](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[problem-solved's solution](#)

**686.**

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-25 · GNU C++11 (first AC) · Tags: greedy

[problem-solved's solution](#)

**687.**

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2017-12-19 · Python 3 (first AC) · Tags: constructive algorithms, math

[problem-solved's solution](#)

**688.**

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[problem-solved's solution](#)

**689.**

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[problem-solved's solution](#)

**690.**

828D

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[problem-solved's solution](#)

**691.**

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: data structures, greedy

[problem-solved's solution](#)

**692.**

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: greedy

[problem-solved's solution](#)

**693.**

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,588 global accepts · Rating: 1800 · first AC: 2017-05-25 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[problem-solved's solution](#)

**694.**

779E

[Bitwise Formula](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: data structures, expression parsing, greedy

[problem-solved's solution](#)

**695.**

586C

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 1800 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: implementation

[problem-solved's solution](#)

**696.**

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-06 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[problem-solved's solution](#)

**697.**

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1800 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[problem-solved's solution](#)

**698.**

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

[problem-solved's solution](#)

**699.**

533E

[Correcting Mistakes](#) · [Tutorial](#)

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[problem-solved's solution](#)

**700.**

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: data structures, dp, two pointers

[problem-solved's solution](#)

**701.**

513G1

[Inversions problem](#) · [Tutorial](#)

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[problem-solved's solution](#)

**702.**

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math

[problem-solved's solution](#)

**703.**

487A

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

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-21 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation

[problem-solved's solution](#)

**704.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2014-10-18 · GNU C++0x (first AC) · Tags: string suffix structures, strings

[problem-solved's solution](#)

**705.**

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[problem-solved's solution](#)

**706.**

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: dsu, graphs, greedy, trees

[problem-solved's solution](#)

**707.**

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2014-04-22 · GNU C++0x (first AC) · Tags: implementation

[problem-solved's solution](#)

**708.**

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: dfs and similar, graphs, sortings

[problem-solved's solution](#)

**709.**

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory

[problem-solved's solution](#)

**710.**

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2013-10-05 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[problem-solved's solution](#)

**711.**

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2013-07-27 · MS C++ (first AC) · Tags: greedy

[problem-solved's solution](#)

**712.**

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2013-07-14 · MS C++ (first AC) · Tags: binary search, math

[problem-solved's solution](#)

**713.**

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: dp, sortings

[problem-solved's solution](#)

**714.**

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2013-05-25 · GNU C++0x (first AC) · Tags: dp, greedy

[problem-solved's solution](#)

**715.**

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2013-05-20 · GNU C++0x (first AC) · Tags: math, probabilities

[problem-solved's solution](#)

**716.**

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: constructive algorithms  
[problem-solved's solution](#)

**717.**

300C

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2013-04-25 · GNU C++ (first AC) · Tags: brute force, combinatorics  
[problem-solved's solution](#)

**718.**

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2013-03-10 · last AC: 2013-03-10 · GNU C++ (first AC) · Tags: data structures, implementation, two pointers  
[problem-solved's solution](#)

**719.**

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2013-02-21 · MS C++ (first AC) · Tags: dfs and similar, dp, greedy, trees  
[problem-solved's solution](#)

**720.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,013 global accepts · Rating: 1800 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: data structures, strings  
[problem-solved's solution](#)

**721.**

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 1800 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: dfs and similar, graphs  
[problem-solved's solution](#)

**722.**

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2013-01-08 · last AC: 2013-01-09 · GNU C++ (first AC) · Tags: brute force, geometry, math  
[problem-solved's solution](#)

**723.**

105B

[Dark Assembly](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 1800 · first AC: 2012-12-21 · last AC: 2012-12-21 · GNU C++ (first AC) · Tags: brute force, probabilities  
[problem-solved's solution](#)

**724.**

255D

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

Quality: 2,205 global accepts · Rating: 1800 · first AC: 2012-12-18 · GNU C++ (first AC) · Tags: binary search, implementation, math  
[problem-solved's solution](#)

**725.**

254C

[Anagram](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1800 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: greedy, strings  
[problem-solved's solution](#)

**726.**

252B

[Unsorting Array](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 1800 · first AC: 2012-12-08 · GNU C++ (first AC) · Tags: brute force, sortings

[problem-solved's solution](#)

**727.**

245H

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

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2012-11-19 · last AC: 2012-11-21 · GNU C++ (first AC) · Tags: dp, hashing, strings

[problem-solved's solution](#)

**728.**

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2012-11-14 · GNU C++ (first AC) · Tags: dp, math, probabilities

[problem-solved's solution](#)

**729.**

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2012-11-13 · GNU C++ (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[problem-solved's solution](#)

**730.**

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2012-11-08 · GNU C++ (first AC) · Tags: dp

[problem-solved's solution](#)

**731.**

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[problem-solved's solution](#)

**732.**

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: constructive algorithms

[problem-solved's solution](#)

**733.**

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2012-10-29 · last AC: 2012-10-29 · GNU C++ (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[problem-solved's solution](#)

**734.**

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2012-10-29 · GNU C++ (first AC) · Tags: dp

[problem-solved's solution](#)

**735.**

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2012-10-26 · GNU C++ (first AC) · Tags: dp, graphs, greedy, implementation

[problem-solved's solution](#)

**736.**

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2012-10-26 · GNU C++ (first AC) · Tags: greedy

[problem-solved's solution](#)

**737.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2012-10-25 · last AC: 2012-10-25 · GNU C++ (first AC) · Tags: dp, games, math, probabilities

[problem-solved's solution](#)

### 738.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2012-10-23 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[problem-solved's solution](#)

### 739.

143D

[Help General](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-10-19 · GNU C++ (first AC) · Tags: graph matchings, greedy, math

[problem-solved's solution](#)

### 740.

234F

[Fence](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1800 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: dp

[problem-solved's solution](#)

### 741.

240B

[Fence](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-10-16 · last AC: 2012-10-16 · GNU C++ (first AC) · Tags: dp

[problem-solved's solution](#)

### 742.

146D

[Lucky Number 2](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-09-18 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[problem-solved's solution](#)

### 743.

222C

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

Quality: 2,926 global accepts · Rating: 1800 · first AC: 2012-09-11 · last AC: 2012-09-11 · GNU C++ (first AC) · Tags: implementation, math, number theory, sortings

[problem-solved's solution](#)

### 744.

220B

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

Quality: 12,886 global accepts · Rating: 1800 · first AC: 2012-09-01 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[problem-solved's solution](#)

### 745.

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2012-07-01 · GNU C++ (first AC) · Tags: math, ternary search

[problem-solved's solution](#)

### 746.

200C

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

Quality: 1,108 global accepts · Rating: 1800 · first AC: 2012-06-24 · last AC: 2012-06-24 · GNU C++ (first AC) · Tags: brute force, implementation

[problem-solved's solution](#)

### 747.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2012-06-05 · GNU C++ (first AC) · Tags: math, number theory

[problem-solved's solution](#)

**748.**

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2012-05-20 · GNU C++0x (first AC) · Tags: brute force, games, implementation  
[problem-solved's solution](#)

**749.**

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2012-05-17 · GNU C++ (first AC) · Tags: geometry  
[problem-solved's solution](#)

**750.**

24C

[Sequence of points](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2012-05-14 · GNU C++ (first AC) · Tags: geometry, implementation, math  
[problem-solved's solution](#)

**751.**

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2012-05-12 · last AC: 2012-05-12 · GNU C++ (first AC) · Tags: dp, shortest paths  
[problem-solved's solution](#)

**752.**

174C

[Range Increments](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 1800 · first AC: 2012-05-07 · GNU C++ (first AC) · Tags: data structures, greedy  
[problem-solved's solution](#)

**753.**

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: math, ternary search  
[problem-solved's solution](#)

**754.**

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2012-05-01 · last AC: 2012-05-01 · GNU C++ (first AC) · Tags: data structures, implementation  
[problem-solved's solution](#)

**755.**

178F1

[Representative Sampling](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 1800 · first AC: 2012-04-29 · last AC: 2012-04-29 · GNU C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**756.**

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**757.**

182E

[Wooden Fence](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1800 · first AC: 2012-04-25 · GNU C++ (first AC) · Tags: dp  
[problem-solved's solution](#)

**758.**

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: binary search, dp, two pointers  
[problem-solved's solution](#)

**759.**

262D

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

Rating: 1900 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[problem-solved's solution](#)

**760.**

261B

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

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2013-01-13 · last AC: 2025-06-21 · GNU C++ (first AC) · Tags: dp, math, probabilities  
[problem-solved's solution](#)

**761.**

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths  
[problem-solved's solution](#)

**762.**

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[problem-solved's solution](#)

**763.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, hashing  
[problem-solved's solution](#)

**764.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2012-05-30 · last AC: 2019-07-22 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees  
[problem-solved's solution](#)

**765.**

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees  
[problem-solved's solution](#)

**766.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,067 global accepts · Rating: 1900 · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[problem-solved's solution](#)

**767.**

1169D

[Good Triple](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[problem-solved's solution](#)

**768.**

1064E

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

Rating: 1900 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, geometry, interactive  
[problem-solved's solution](#)

**769.**

1072D

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings  
[problem-solved's solution](#)

**770.**

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-05 · last AC: 2018-10-06 · GNU C++11 (first AC) · Tags: greedy, math  
[problem-solved's solution](#)

**771.**

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees  
[problem-solved's solution](#)

**772.**

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees  
[problem-solved's solution](#)

**773.**

614D

[Skills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-07-17 · last AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings  
[problem-solved's solution](#)

**774.**

614C

[Peter and Snow Blower](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry  
[problem-solved's solution](#)

**775.**

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · last AC: 2017-06-13 · GNU C++0x (first AC) · Tags: data structures, dp, math, number theory, shortest paths  
[problem-solved's solution](#)

**776.**

811C

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

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: dp, implementation  
[problem-solved's solution](#)

**777.**

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math  
[problem-solved's solution](#)

**778.**

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-04-05 · GNU C++11 (first AC) · Tags: brute force, implementation  
[problem-solved's solution](#)

**779.**

651D

[Image Preview](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers  
[problem-solved's solution](#)

**780.**

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[problem-solved's solution](#)

### 781.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[problem-solved's solution](#)

### 782.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2015-05-26 · last AC: 2015-06-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[problem-solved's solution](#)

### 783.

536B

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

Rating: 1900 · first AC: 2015-04-15 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[problem-solved's solution](#)

### 784.

500D

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

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[problem-solved's solution](#)

### 785.

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: greedy

[problem-solved's solution](#)

### 786.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,852 global accepts · Rating: 1900 · first AC: 2014-08-09 · last AC: 2014-08-09 · GNU C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[problem-solved's solution](#)

### 787.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2014-04-22 · GNU C++0x (first AC) · Tags: data structures, graphs, implementation, two pointers

[problem-solved's solution](#)

### 788.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: bitmasks, dp, sortings

[problem-solved's solution](#)

### 789.

356B

[Xenia and Hamming](#) · [Tutorial](#)

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: implementation, math

[problem-solved's solution](#)

### 790.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: binary search, greedy, two pointers

[problem-solved's solution](#)

**791.**

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[problem-solved's solution](#)

**792.**

377B

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

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[problem-solved's solution](#)

**793.**

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-19 · GNU C++ (first AC) · Tags: brute force, divide and conquer, dp

[problem-solved's solution](#)

**794.**

367B

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

Quality: 2,681 global accepts · Rating: 1900 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: binary search, data structures

[problem-solved's solution](#)

**795.**

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2013-11-02 · GNU C++ (first AC) · Tags: math, number theory

[problem-solved's solution](#)

**796.**

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-05 · GNU C++ (first AC) · Tags: combinatorics, dp, probabilities

[problem-solved's solution](#)

**797.**

342C

[Cupboard and Balloons](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 1900 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: geometry

[problem-solved's solution](#)

**798.**

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2013-08-20 · last AC: 2013-08-20 · GNU C++ (first AC) · Tags: data structures

[problem-solved's solution](#)

**799.**

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2013-07-04 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[problem-solved's solution](#)

**800.**

319B

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

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2013-06-24 · GNU C++ (first AC) · Tags: data structures, implementation

[problem-solved's solution](#)

**801.**

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: binary search, bitmasks, greedy

[problem-solved's solution](#)

**802.**

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-04-16 · GNU C++ (first AC) · Tags: data structures

[problem-solved's solution](#)

**803.**

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-04-16 · last AC: 2013-04-16 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, dsu

[problem-solved's solution](#)

**804.**

294C

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

Quality: 4,358 global accepts · Rating: 1900 · first AC: 2013-04-07 · GNU C++ (first AC) · Tags: combinatorics, number theory

[problem-solved's solution](#)

**805.**

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2013-03-05 · MS C++ (first AC) · Tags: dp, games, greedy, number theory

[problem-solved's solution](#)

**806.**

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2012-12-23 · last AC: 2013-01-31 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp

[problem-solved's solution](#)

**807.**

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2013-01-08 · GNU C++ (first AC) · Tags: greedy, math

[problem-solved's solution](#)

**808.**

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2012-12-21 · GNU C++ (first AC) · Tags: binary search, data structures, number theory

[problem-solved's solution](#)

**809.**

112D

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

Rating: 1900 · first AC: 2012-12-19 · GNU C++ (first AC) · Tags: implementation, number theory

[problem-solved's solution](#)

**810.**

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2012-12-12 · GNU C++ (first AC) · Tags: dp, games

[problem-solved's solution](#)

**811.**

250D

[Building Bridge](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 1900 · first AC: 2012-11-28 · GNU C++ (first AC) · Tags: geometry, ternary search, two pointers

[problem-solved's solution](#)

**812.**

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2012-11-03 · GNU C++ (first AC) · Tags: dp

[problem-solved's solution](#)

**813.**

241G

[Challenging Balloons](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 1900 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: constructive algorithms

[problem-solved's solution](#)

**814.**

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2012-10-28 · GNU C++ (first AC) · Tags: dp

[problem-solved's solution](#)

**815.**

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-10-24 · GNU C++ (first AC) · Tags: \*special, dp, sortings

[problem-solved's solution](#)

**816.**

109B

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

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2012-10-24 · GNU C++ (first AC) · Tags: brute force, probabilities

[problem-solved's solution](#)

**817.**

110D

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

Rating: 1900 · first AC: 2012-10-24 · GNU C++ (first AC) · Tags: brute force, combinatorics, dfs and similar, probabilities

[problem-solved's solution](#)

**818.**

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math

[problem-solved's solution](#)

**819.**

192E

[Fools and Roads](#) · [Tutorial](#)

Rating: 1900 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: data structures, trees

[problem-solved's solution](#)

**820.**

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[problem-solved's solution](#)

**821.**

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2012-09-25 · GNU C++ (first AC) · Tags: greedy

[problem-solved's solution](#)

**822.**

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2012-09-22 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[problem-solved's solution](#)

**823.**

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2012-09-20 · GNU C++ (first AC) · Tags: data structures, dp, strings  
[problem-solved's solution](#)

**824.**

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-09-17 · last AC: 2012-09-18 · GNU C++ (first AC) · Tags: combinatorics, math, number theory  
[problem-solved's solution](#)

**825.**

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2012-09-11 · GNU C++ (first AC) · Tags: dp, matrices  
[problem-solved's solution](#)

**826.**

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2012-09-11 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers  
[problem-solved's solution](#)

**827.**

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 1900 · first AC: 2012-08-22 · GNU C++ (first AC) · Tags: dp, strings  
[problem-solved's solution](#)

**828.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2012-08-11 · GNU C++ (first AC) · Tags: bitmasks, dp, probabilities  
[problem-solved's solution](#)

**829.**

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2012-07-01 · last AC: 2012-08-10 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer, dp  
[problem-solved's solution](#)

**830.**

215D

[Hot Days](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 1900 · first AC: 2012-08-07 · GNU C++ (first AC) · Tags: greedy  
[problem-solved's solution](#)

**831.**

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: combinatorics, dp  
[problem-solved's solution](#)

**832.**

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2012-07-25 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths  
[problem-solved's solution](#)

**833.**

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1900 · first AC: 2012-07-24 · last AC: 2012-07-24 · GNU C++ (first AC) · Tags: dfs and similar, dp  
[problem-solved's solution](#)

**834.**

199B

[Special Olympics](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 1900 · first AC: 2012-06-23 · GNU C++ (first AC) · Tags: geometry  
[problem-solved's solution](#)

**835.**

195D

[Analyzing Polyline](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 1900 · first AC: 2012-06-11 · GNU C++ (first AC) · Tags: geometry, math, sortings  
[problem-solved's solution](#)

**836.**

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,233 global accepts · Rating: 1900 · first AC: 2012-05-20 · GNU C++ (first AC) · Tags: greedy, sortings  
[problem-solved's solution](#)

**837.**

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2012-05-17 · GNU C++ (first AC) · Tags: two pointers  
[problem-solved's solution](#)

**838.**

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2012-05-09 · last AC: 2012-05-09 · GNU C++ (first AC) · Tags: binary search, data structures, dsu, trees, two pointers  
[problem-solved's solution](#)

**839.**

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2012-05-07 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings  
[problem-solved's solution](#)

**840.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1900 · first AC: 2012-05-02 · GNU C++ (first AC) · Tags: data structures, trees  
[problem-solved's solution](#)

**841.**

178C2

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 1900 · first AC: 2012-04-29 · GNU C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**842.**

180D

[Name](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 1900 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: greedy, strings  
[problem-solved's solution](#)

**843.**

1230E

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, trees  
[problem-solved's solution](#)

**844.**

1130E

[Wrong Answer](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[problem-solved's solution](#)

**845.**

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,874 global accepts · Rating: 2000 · first AC: 2019-12-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[problem-solved's solution](#)

**846.**

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[problem-solved's solution](#)

**847.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2019-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[problem-solved's solution](#)

**848.**

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[problem-solved's solution](#)

**849.**

1060E

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

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2018-10-04 · last AC: 2018-10-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[problem-solved's solution](#)

**850.**

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: binary search, interactive

[problem-solved's solution](#)

**851.**

447D

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

Rating: 2000 · first AC: 2018-06-04 · GNU C++11 (first AC) · Tags: data structures, greedy

[problem-solved's solution](#)

**852.**

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-26 · last AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[problem-solved's solution](#)

**853.**

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-25 · last AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[problem-solved's solution](#)

**854.**

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[problem-solved's solution](#)

**855.**

556D

[Case of Fugitive](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[problem-solved's solution](#)

**856.**

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,158 global accepts · Rating: 2000 · first AC: 2017-06-15 · last AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[problem-solved's solution](#)

**857.**

514D

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

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[problem-solved's solution](#)

**858.**

766D

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

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2017-05-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[problem-solved's solution](#)

**859.**

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2016-01-06 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[problem-solved's solution](#)

**860.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2015-04-28 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[problem-solved's solution](#)

**861.**

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[problem-solved's solution](#)

**862.**

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, probabilities

[problem-solved's solution](#)

**863.**

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: dp, strings

[problem-solved's solution](#)

**864.**

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,991 global accepts · Rating: 2000 · first AC: 2014-10-18 · GNU C++0x (first AC) · Tags: dp, string suffix structures, strings, two pointers

[problem-solved's solution](#)

**865.**

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: binary search, data structures, dp, sortings, trees

[problem-solved's solution](#)

**866.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, data structures, math  
[problem-solved's solution](#)

**867.**

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2014-08-27 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees  
[problem-solved's solution](#)

**868.**

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2000 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp  
[problem-solved's solution](#)

**869.**

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2014-04-18 · last AC: 2014-04-18 · GNU C++0x (first AC) · Tags: dfs and similar  
[problem-solved's solution](#)

**870.**

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2014-03-11 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory  
[problem-solved's solution](#)

**871.**

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: games, greedy, sortings  
[problem-solved's solution](#)

**872.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees  
[problem-solved's solution](#)

**873.**

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: data structures, schedules  
[problem-solved's solution](#)

**874.**

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2000 · first AC: 2014-01-03 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp  
[problem-solved's solution](#)

**875.**

374A

[Inna and Pink Pony](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 2000 · first AC: 2013-12-21 · GNU C++ (first AC) · Tags: greedy, implementation  
[problem-solved's solution](#)

**876.**

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: graphs, greedy, sortings

[problem-solved's solution](#)

**877.**

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2013-11-02 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[problem-solved's solution](#)

**878.**

346B

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

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2013-09-20 · last AC: 2013-09-20 · GNU C++ (first AC) · Tags: dp, strings

[problem-solved's solution](#)

**879.**

341C

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

Rating: 2000 · first AC: 2013-08-30 · last AC: 2013-08-30 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[problem-solved's solution](#)

**880.**

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: binary search, dfs and similar, strings

[problem-solved's solution](#)

**881.**

314C

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

Quality: 2,004 global accepts · Rating: 2000 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: data structures, dp

[problem-solved's solution](#)

**882.**

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2013-05-19 · last AC: 2013-05-19 · GNU C++ (first AC) · Tags: binary search, math, two pointers

[problem-solved's solution](#)

**883.**

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2013-04-13 · MS C++ (first AC) · Tags: \*special, dfs and similar, hashing, strings

[problem-solved's solution](#)

**884.**

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: geometry

[problem-solved's solution](#)

**885.**

267B

[Dominoes](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2000 · first AC: 2013-02-02 · MS C++ (first AC) · Tags: dfs and similar, graphs

[problem-solved's solution](#)

**886.**

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2013-01-27 · last AC: 2013-01-27 · GNU C++ (first AC) · Tags: dp

[problem-solved's solution](#)

**887.**

263C

[Circle of Numbers](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2000 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: brute force, dfs and similar, implementation  
[problem-solved's solution](#)

**888.**

261C

[Maxim and Matrix](#) · Tutorial

Quality: 836 global accepts · Rating: 2000 · first AC: 2013-01-14 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math  
[problem-solved's solution](#)

**889.**

59E

[Shortest Path](#) · Tutorial

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2013-01-10 · GNU C++ (first AC) · Tags: graphs, shortest paths  
[problem-solved's solution](#)

**890.**

258C

[Little Elephant and LCM](#) · Tutorial

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2012-12-25 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp, math  
[problem-solved's solution](#)

**891.**

129E

[Games with Rectangle](#) · Tutorial

Rating: 2000 · first AC: 2012-12-14 · GNU C++ (first AC) · Tags: combinatorics, dp  
[problem-solved's solution](#)

**892.**

21C

[Stripe 2](#) · Tutorial

Quality: 2,539 global accepts · Rating: 2000 · first AC: 2012-12-13 · GNU C++ (first AC) · Tags: binary search, dp, sortings  
[problem-solved's solution](#)

**893.**

131F

[Present to Mom](#) · Tutorial

Quality: 728 global accepts · Rating: 2000 · first AC: 2012-12-11 · GNU C++ (first AC) · Tags: binary search, two pointers  
[problem-solved's solution](#)

**894.**

253D

[Table with Letters - 2](#) · Tutorial

Quality: 925 global accepts · Rating: 2000 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: brute force, two pointers  
[problem-solved's solution](#)

**895.**

245F

[Log Stream Analysis](#) · Tutorial

Quality: 976 global accepts · Rating: 2000 · first AC: 2012-11-30 · Java 6 (first AC) · Tags: binary search, brute force, implementation, strings  
[problem-solved's solution](#)

**896.**

250E

[Mad Joe](#) · Tutorial

Quality: 503 global accepts · Rating: 2000 · first AC: 2012-11-29 · Java 7 (first AC) · Tags: brute force  
[problem-solved's solution](#)

**897.**

248C

[Robo-Footballer](#) · Tutorial

Quality: 902 global accepts · Rating: 2000 · first AC: 2012-11-26 · GNU C++0x (first AC) · Tags: binary search, geometry  
[problem-solved's solution](#)

**898.**

243B

[Hydra](#) · Tutorial

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2012-11-24 · last AC: 2012-11-24 · GNU C++ (first AC) · Tags: graphs, sortings

[problem-solved's solution](#)

**899.**

18D

[Seller Bob](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2000 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: brute force, dp, greedy

[problem-solved's solution](#)

**900.**

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2012-11-14 · GNU C++ (first AC) · Tags: combinatorics, dp

[problem-solved's solution](#)

**901.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 2000 · first AC: 2012-11-13 · last AC: 2012-11-13 · GNU C++ (first AC) · Tags: bitmasks, data structures

[problem-solved's solution](#)

**902.**

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2012-11-08 · GNU C++ (first AC) · Tags: dp

[problem-solved's solution](#)

**903.**

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: flows, graphs

[problem-solved's solution](#)

**904.**

157E

[Cipher](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-09-30 · GNU C++ (first AC) · Tags: dp, math

[problem-solved's solution](#)

**905.**

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: math, probabilities

[problem-solved's solution](#)

**906.**

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2012-08-22 · GNU C++ (first AC) · Tags: data structures, implementation, strings

[problem-solved's solution](#)

**907.**

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2012-08-01 · GNU C++ (first AC) · Tags: dp

[problem-solved's solution](#)

**908.**

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2012-08-01 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[problem-solved's solution](#)

**909.**

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2012-06-30 · GNU C++ (first AC) · Tags: dp

[problem-solved's solution](#)

**910.**

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2012-06-13 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[problem-solved's solution](#)

**911.**

8C

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

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2012-06-12 · last AC: 2012-06-12 · GNU C++ (first AC) · Tags: bitmasks, dp

[problem-solved's solution](#)

**912.**

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2012-06-11 · GNU C++ (first AC) · Tags: data structures, dsu, graphs

[problem-solved's solution](#)

**913.**

27E

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

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2012-05-25 · GNU C++0x (first AC) · Tags: brute force, dp, number theory

[problem-solved's solution](#)

**914.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2012-05-19 · GNU C++ (first AC) · Tags: dp, math

[problem-solved's solution](#)

**915.**

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2012-05-16 · last AC: 2012-05-16 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[problem-solved's solution](#)

**916.**

182C

[Optimal Sum](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2012-05-03 · last AC: 2012-05-13 · GNU C++ (first AC) · Tags: data structures, greedy

[problem-solved's solution](#)

**917.**

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[problem-solved's solution](#)

**918.**

178C3

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2000 · first AC: 2012-04-29 · GNU C++ (first AC) · Tags: —

[problem-solved's solution](#)

**919.**

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[problem-solved's solution](#)

**920.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-09 · last AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[problem-solved's solution](#)

**921.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 2100 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[problem-solved's solution](#)

**922.**

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[problem-solved's solution](#)

**923.**

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: dp, math, number theory

[problem-solved's solution](#)

**924.**

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2017-08-07 · last AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[problem-solved's solution](#)

**925.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2017-08-05 · last AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[problem-solved's solution](#)

**926.**

828E

[DNA Evolution](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[problem-solved's solution](#)

**927.**

802J2

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

Quality: 735 global accepts · Rating: 2100 · first AC: 2017-05-30 · GNU C++11 (first AC) · Tags: dp, trees

[problem-solved's solution](#)

**928.**

551D

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

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[problem-solved's solution](#)

**929.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2015-03-15 · GNU C++0x (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[problem-solved's solution](#)

**930.**

498C

[Array and Operations](#) · [Tutorial](#)

Quality: 4,189 global accepts · Rating: 2100 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: flows, graph matchings, number theory

[problem-solved's solution](#)

**931.**

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2012-11-13 · last AC: 2014-11-01 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy

[problem-solved's solution](#)

**932.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 2100 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: data structures, math, number theory

[problem-solved's solution](#)

**933.**

475C

[Kamal-ol-molk's Painting](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: 2100 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, greedy

[problem-solved's solution](#)

**934.**

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-11 · last AC: 2014-08-11 · GNU C++ (first AC) · Tags: data structures, ternary search

[problem-solved's solution](#)

**935.**

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[problem-solved's solution](#)

**936.**

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities

[problem-solved's solution](#)

**937.**

354C

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

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: brute force, dp, number theory

[problem-solved's solution](#)

**938.**

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: combinatorics, divide and conquer

[problem-solved's solution](#)

**939.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-19 · GNU C++ (first AC) · Tags: data structures, dp, math

[problem-solved's solution](#)

**940.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[problem-solved's solution](#)

**941.**

342D

[Xenia and Dominoes](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2100 · first AC: 2013-09-08 · last AC: 2013-09-08 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar, dp

[problem-solved's solution](#)

**942.**

129D

[String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2012-12-14 · last AC: 2013-07-31 · GNU C++ (first AC) · Tags: implementation, string suffix structures, strings  
[problem-solved's solution](#)

**943.**

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2013-07-27 · MS C++ (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings  
[problem-solved's solution](#)

**944.**

38F

[Smart Boy](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2100 · first AC: 2013-06-26 · GNU C++ (first AC) · Tags: dp, games, strings  
[problem-solved's solution](#)

**945.**

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 2100 · first AC: 2013-05-31 · GNU C++ (first AC) · Tags: dp  
[problem-solved's solution](#)

**946.**

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2013-05-19 · GNU C++ (first AC) · Tags: dp, two pointers  
[problem-solved's solution](#)

**947.**

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2013-04-11 · GNU C++0x (first AC) · Tags: combinatorics, dp, graphs, shortest paths  
[problem-solved's solution](#)

**948.**

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2013-03-17 · last AC: 2013-03-18 · MS C++ (first AC) · Tags: dp  
[problem-solved's solution](#)

**949.**

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2013-02-25 · MS C++ (first AC) · Tags: data structures, graphs, trees  
[problem-solved's solution](#)

**950.**

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2013-02-02 · MS C++ (first AC) · Tags: constructive algorithms, flows, graphs, greedy  
[problem-solved's solution](#)

**951.**

215E

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

Quality: 672 global accepts · Rating: 2100 · first AC: 2012-08-24 · last AC: 2013-02-01 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory  
[problem-solved's solution](#)

**952.**

268E

[Playlist](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 2100 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: math, probabilities, sortings

[problem-solved's solution](#)

**953.**

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2013-01-23 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math  
[problem-solved's solution](#)

**954.**

260D

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

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2012-12-28 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees

[problem-solved's solution](#)

**955.**

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2012-12-21 · GNU C++ (first AC) · Tags: bitmasks, dp, dsu

[problem-solved's solution](#)

**956.**

112E

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

Rating: 2100 · first AC: 2012-12-21 · GNU C++ (first AC) · Tags: bitmasks, dp

[problem-solved's solution](#)

**957.**

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2012-12-14 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[problem-solved's solution](#)

**958.**

254E

[Dormitory](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2100 · first AC: 2012-12-12 · GNU C++ (first AC) · Tags: dp, implementation

[problem-solved's solution](#)

**959.**

132D

[Constants in the language of Shakespeare](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2100 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy

[problem-solved's solution](#)

**960.**

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2012-12-05 · GNU C++ (first AC) · Tags: binary search, dp, probabilities

[problem-solved's solution](#)

**961.**

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2012-11-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[problem-solved's solution](#)

**962.**

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[problem-solved's solution](#)

**963.**

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees  
[problem-solved's solution](#)

**964.**

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2012-10-08 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees  
[problem-solved's solution](#)

**965.**

228D

[Zigzag](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2100 · first AC: 2012-09-28 · GNU C++ (first AC) · Tags: data structures  
[problem-solved's solution](#)

**966.**

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2012-09-20 · GNU C++ (first AC) · Tags: math, number theory  
[problem-solved's solution](#)

**967.**

146E

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

Rating: 2100 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: combinatorics, dp  
[problem-solved's solution](#)

**968.**

103D

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

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2012-09-13 · GNU C++ (first AC) · Tags: brute force, data structures, sortings  
[problem-solved's solution](#)

**969.**

104E

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

Rating: 2100 · first AC: 2012-09-13 · GNU C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**970.**

220C

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

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2012-09-02 · GNU C++ (first AC) · Tags: data structures  
[problem-solved's solution](#)

**971.**

212C

[Cowboys](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2100 · first AC: 2012-08-20 · GNU C++ (first AC) · Tags: combinatorics, dp, math  
[problem-solved's solution](#)

**972.**

217B

[Blackboard Fibonacci](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: brute force, math  
[problem-solved's solution](#)

**973.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2012-07-28 · last AC: 2012-07-28 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, trees  
[problem-solved's solution](#)

**974.**

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2012-05-24 · GNU C++0x (first AC) · Tags: implementation, math  
[problem-solved's solution](#)

**975.**

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2012-05-18 · GNU C++ (first AC) · Tags: data structures, dsu, graphs, hashing, sortings  
[problem-solved's solution](#)

**976.**

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2012-05-17 · GNU C++ (first AC) · Tags: geometry, math  
[problem-solved's solution](#)

**977.**

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: data structures, dsu, trees  
[problem-solved's solution](#)

**978.**

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: dp, strings, two pointers  
[problem-solved's solution](#)

**979.**

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math  
[problem-solved's solution](#)

**980.**

1175E

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

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees  
[problem-solved's solution](#)

**981.**

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-24 · GNU C++11 (first AC) · Tags: data structures, greedy, trees  
[problem-solved's solution](#)

**982.**

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[problem-solved's solution](#)

**983.**

556E

[Case of Chocolate](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[problem-solved's solution](#)

**984.**

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[problem-solved's solution](#)

**985.**

805E

[Ice cream coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[problem-solved's solution](#)

**986.**

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[problem-solved's solution](#)

**987.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: data structures

[problem-solved's solution](#)

**988.**

551C

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

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: binary search, greedy

[problem-solved's solution](#)

**989.**

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[problem-solved's solution](#)

**990.**

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[problem-solved's solution](#)

**991.**

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[problem-solved's solution](#)

**992.**

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2014-10-23 · GNU C++0x (first AC) · Tags: string suffix structures

[problem-solved's solution](#)

**993.**

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2014-10-18 · GNU C++0x (first AC) · Tags: dp, string suffix structures, strings

[problem-solved's solution](#)

**994.**

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[problem-solved's solution](#)

**995.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-05-13 · GNU C++ (first AC) · Tags: data structures, divide and conquer, geometry

[problem-solved's solution](#)

**996.**

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2014-04-23 · GNU C++0x (first AC) · Tags: data structures

[problem-solved's solution](#)

**997.**

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-03-27 · GNU C++ (first AC) · Tags: dfs and similar, geometry, trees

[problem-solved's solution](#)

**998.**

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: binary search, greedy, implementation

[problem-solved's solution](#)

**999.**

403C

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

Rating: 2200 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: graphs, math

[problem-solved's solution](#)

**1000.**

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: dp, greedy

[problem-solved's solution](#)

**1001.**

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2013-10-05 · GNU C++ (first AC) · Tags: greedy

[problem-solved's solution](#)

**1002.**

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: flows

[problem-solved's solution](#)

**1003.**

301D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2013-05-06 · last AC: 2013-05-06 · Java 7 (first AC) · Tags: data structures

[problem-solved's solution](#)

**1004.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2013-05-02 · GNU C++0x (first AC) · Tags: implementation, math, probabilities, trees

[problem-solved's solution](#)

**1005.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2013-04-13 · last AC: 2013-04-14 · MS C++ (first AC) · Tags: dp, sortings

[problem-solved's solution](#)

**1006.**

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2013-04-08 · GNU C++ (first AC) · Tags: bitmasks, data structures, trees

[problem-solved's solution](#)

**1007.**

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2013-02-25 · last AC: 2013-04-08 · MS C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[problem-solved's solution](#)

**1008.**

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2013-03-08 · GNU C++ (first AC) · Tags: bitmasks, dp

[problem-solved's solution](#)

**1009.**

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2013-02-14 · MS C++ (first AC) · Tags: combinatorics, constructive algorithms, graphs

[problem-solved's solution](#)

**1010.**

70C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2013-01-12 · GNU C++ (first AC) · Tags: binary search, data structures, sortings, two pointers

[problem-solved's solution](#)

**1011.**

245G

[Suggested Friends](#) · [Tutorial](#)

Quality: 545 global accepts · Rating: 2200 · first AC: 2012-11-29 · GNU C++ (first AC) · Tags: brute force, graphs

[problem-solved's solution](#)

**1012.**

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2012-09-20 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[problem-solved's solution](#)

**1013.**

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2012-09-20 · last AC: 2012-09-20 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[problem-solved's solution](#)

**1014.**

219E

[Parking Lot](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2200 · first AC: 2012-09-05 · last AC: 2012-09-06 · GNU C++ (first AC) · Tags: data structures

[problem-solved's solution](#)

**1015.**

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2012-06-14 · last AC: 2012-06-14 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[problem-solved's solution](#)

**1016.**

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2012-06-06 · last AC: 2012-06-06 · GNU C++ (first AC) · Tags: hashing, strings

[problem-solved's solution](#)

**1017.**

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2012-06-01 · last AC: 2012-06-01 · GNU C++ (first AC) · Tags: binary search, data structures, trees

[problem-solved's solution](#)

**1018.**

178F2

[Representative Sampling](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2200 · first AC: 2012-05-02 · GNU C++ (first AC) · Tags: dp, sortings, strings  
[problem-solved's solution](#)

**1019.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2012-04-22 · last AC: 2012-04-22 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar, dp  
[problem-solved's solution](#)

**1020.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,756 global accepts · Rating: 2300 · first AC: 2019-12-13 · last AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees  
[problem-solved's solution](#)

**1021.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2018-10-30 · last AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees  
[problem-solved's solution](#)

**1022.**

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math  
[problem-solved's solution](#)

**1023.**

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings  
[problem-solved's solution](#)

**1024.**

1173E1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities  
[problem-solved's solution](#)

**1025.**

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities  
[problem-solved's solution](#)

**1026.**

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities  
[problem-solved's solution](#)

**1027.**

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2017-07-16 · last AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[problem-solved's solution](#)

**1028.**

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2015-10-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[problem-solved's solution](#)

**1029.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory  
[problem-solved's solution](#)

**1030.**

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: flows, graph matchings  
[problem-solved's solution](#)

**1031.**

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: data structures, dp, dsu  
[problem-solved's solution](#)

**1032.**

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-03-22 · last AC: 2014-03-27 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[problem-solved's solution](#)

**1033.**

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: combinatorics, dp  
[problem-solved's solution](#)

**1034.**

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: dp  
[problem-solved's solution](#)

**1035.**

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: flows, graphs, shortest paths  
[problem-solved's solution](#)

**1036.**

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2013-10-29 · GNU C++ (first AC) · Tags: string suffix structures  
[problem-solved's solution](#)

**1037.**

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2013-07-04 · MS C++ (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle  
[problem-solved's solution](#)

**1038.**

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2013-06-25 · last AC: 2013-06-26 · MS C++ (first AC) · Tags: data structures

[problem-solved's solution](#)

**1039.**

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: flows, graph matchings

[problem-solved's solution](#)

**1040.**

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2013-05-31 · last AC: 2013-06-01 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[problem-solved's solution](#)

**1041.**

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2013-04-30 · last AC: 2013-04-30 · GNU C++0x (first AC) · Tags: binary search, math, number theory

[problem-solved's solution](#)

**1042.**

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2013-04-29 · last AC: 2013-04-29 · GNU C++0x (first AC) · Tags: dp, fft

[problem-solved's solution](#)

**1043.**

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2013-04-07 · GNU C++ (first AC) · Tags: dp, trees

[problem-solved's solution](#)

**1044.**

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2013-03-01 · MS C++ (first AC) · Tags: constructive algorithms, geometry

[problem-solved's solution](#)

**1045.**

278D

[Set of Points](#) · [Tutorial](#)

Rating: 2300 · first AC: 2013-03-01 · MS C++ (first AC) · Tags: constructive algorithms, geometry

[problem-solved's solution](#)

**1046.**

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2013-01-30 · last AC: 2013-01-30 · GNU C++ (first AC) · Tags: dp

[problem-solved's solution](#)

**1047.**

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2012-11-08 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[problem-solved's solution](#)

**1048.**

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2012-08-20 · GNU C++ (first AC) · Tags: dp, math

[problem-solved's solution](#)

**1049.**

213D

[Stars](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2012-08-05 · GNU C++ (first AC) · Tags: constructive algorithms, geometry  
[problem-solved's solution](#)

**1050.**

9E

[Interesting graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2012-07-06 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs  
[problem-solved's solution](#)

**1051.**

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2012-06-03 · last AC: 2012-06-03 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation  
[problem-solved's solution](#)

**1052.**

24E

[Berland collider](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2300 · first AC: 2012-05-16 · last AC: 2012-05-16 · GNU C++ (first AC) · Tags: binary search  
[problem-solved's solution](#)

**1053.**

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees  
[problem-solved's solution](#)

**1054.**

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs  
[problem-solved's solution](#)

**1055.**

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry  
[problem-solved's solution](#)

**1056.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2019-12-13 · last AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy  
[problem-solved's solution](#)

**1057.**

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2017-09-30 · last AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees  
[problem-solved's solution](#)

**1058.**

177G1

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

Quality: 226 global accepts · Rating: 2400 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: strings  
[problem-solved's solution](#)

**1059.**

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2017-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices  
[problem-solved's solution](#)

**1060.**

787E

[Till I Collapse](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[problem-solved's solution](#)**1061.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2013-12-28 · last AC: 2017-06-29 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[problem-solved's solution](#)**1062.**

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2017-05-27 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[problem-solved's solution](#)**1063.**

611E

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

Quality: 904 global accepts · Rating: 2400 · first AC: 2016-01-07 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[problem-solved's solution](#)**1064.**

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-04-17 · last AC: 2015-04-18 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[problem-solved's solution](#)**1065.**

513G2

[Inversions problem](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp, probabilities

[problem-solved's solution](#)**1066.**

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: dp, probabilities, two pointers

[problem-solved's solution](#)**1067.**

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2014-10-23 · GNU C++0x (first AC) · Tags: string suffix structures

[problem-solved's solution](#)**1068.**

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2014-07-27 · last AC: 2014-10-17 · GNU C++ (first AC) · Tags: data structures, dsu, string suffix structures, strings

[problem-solved's solution](#)**1069.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: data structures, math, number theory

[problem-solved's solution](#)**1070.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees  
[problem-solved's solution](#)

**1071.**

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2013-12-29 · last AC: 2013-12-29 · GNU C++ (first AC) · Tags: data structures  
[problem-solved's solution](#)

**1072.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,837 global accepts · Rating: 2400 · first AC: 2013-09-07 · last AC: 2013-09-10 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees  
[problem-solved's solution](#)

**1073.**

331D1

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2400 · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: dfs and similar, implementation  
[problem-solved's solution](#)

**1074.**

331C2

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2400 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: dp  
[problem-solved's solution](#)

**1075.**

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2013-04-21 · GNU C++ (first AC) · Tags: constructive algorithms  
[problem-solved's solution](#)

**1076.**

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2013-01-23 · last AC: 2013-04-18 · GNU C++ (first AC) · Tags: graphs, math, shortest paths  
[problem-solved's solution](#)

**1077.**

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2013-04-12 · MS C++ (first AC) · Tags: combinatorics, dp  
[problem-solved's solution](#)

**1078.**

288D

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

Quality: 838 global accepts · Rating: 2400 · first AC: 2013-04-03 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, trees  
[problem-solved's solution](#)

**1079.**

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2013-03-04 · last AC: 2013-03-22 · MS C++ (first AC) · Tags: flows, trees  
[problem-solved's solution](#)

**1080.**

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2013-03-18 · MS C++ (first AC) · Tags: dp, math, number theory  
[problem-solved's solution](#)

**1081.**

273D

[Dima and Figure](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2400 · first AC: 2013-02-28 · MS C++ (first AC) · Tags: dp

[problem-solved's solution](#)

### 1082.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2012-12-23 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[problem-solved's solution](#)

### 1083.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2012-12-18 · GNU C++ (first AC) · Tags: data structures

[problem-solved's solution](#)

### 1084.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,521 global accepts · Rating: 2400 · first AC: 2012-11-22 · last AC: 2012-11-23 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[problem-solved's solution](#)

### 1085.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2012-09-05 · GNU C++ (first AC) · Tags: data structures, two pointers

[problem-solved's solution](#)

### 1086.

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2012-09-03 · GNU C++ (first AC) · Tags: brute force, data structures

[problem-solved's solution](#)

### 1087.

164C

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

Quality: 982 global accepts · Rating: 2400 · first AC: 2012-07-18 · last AC: 2012-07-18 · GNU C++ (first AC) · Tags: flows, graphs

[problem-solved's solution](#)

### 1088.

200E

[Tractor College](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 2400 · first AC: 2012-06-26 · GNU C++ (first AC) · Tags: implementation, math, number theory, ternary search

[problem-solved's solution](#)

### 1089.

5E

[Bindian Signalizing](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2012-05-27 · GNU C++0x (first AC) · Tags: data structures

[problem-solved's solution](#)

### 1090.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2012-05-15 · GNU C++ (first AC) · Tags: dp, math, probabilities

[problem-solved's solution](#)

### 1091.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2012-05-12 · last AC: 2012-05-12 · GNU C++ (first AC) · Tags: data structures, sortings

[problem-solved's solution](#)

**1092.**

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,213 global accepts · Rating: 2400 · first AC: 2012-04-23 · GNU C++ (first AC) · Tags: data structures, dp  
[problem-solved's solution](#)

**1093.**

911G

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

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[problem-solved's solution](#)

**1094.**

998E

[Sky Full of Stars](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[problem-solved's solution](#)

**1095.**

614E

[Necklace](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[problem-solved's solution](#)

**1096.**

544E

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

Rating: 2500 · first AC: 2017-06-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[problem-solved's solution](#)

**1097.**

697F

[Legen...](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-02-18 · GNU C++11 (first AC) · Tags: data structures, dp, strings  
[problem-solved's solution](#)

**1098.**

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2014-04-28 · GNU C++ (first AC) · Tags: dp  
[problem-solved's solution](#)

**1099.**

379E

[New Year Tree Decorations](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 2500 · first AC: 2014-01-03 · GNU C++ (first AC) · Tags: geometry, schedules, sortings  
[problem-solved's solution](#)

**1100.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: dp, matrices  
[problem-solved's solution](#)

**1101.**

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2012-12-28 · last AC: 2013-09-02 · GNU C++ (first AC) · Tags: binary search, brute force, data structures  
[problem-solved's solution](#)

**1102.**

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2013-08-31 · GNU C++ (first AC) · Tags: data structures  
[problem-solved's solution](#)

**1103.**

331C3

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2500 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: dp  
[problem-solved's solution](#)

**1104.**

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings  
[problem-solved's solution](#)

**1105.**

314D

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

Quality: 577 global accepts · Rating: 2500 · first AC: 2013-06-10 · GNU C++ (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers  
[problem-solved's solution](#)

**1106.**

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2013-04-23 · GNU C++ (first AC) · Tags: constructive algorithms  
[problem-solved's solution](#)

**1107.**

295E

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

Quality: 818 global accepts · Rating: 2500 · first AC: 2013-04-12 · last AC: 2013-04-12 · GNU C++0x (first AC) · Tags: data structures  
[problem-solved's solution](#)

**1108.**

294D

[Shaass and Painter Robot](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 2500 · first AC: 2013-04-08 · last AC: 2013-04-08 · Java 7 (first AC) · Tags: brute force, implementation, number theory  
[problem-solved's solution](#)

**1109.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2013-01-31 · last AC: 2013-03-16 · GNU C++ (first AC) · Tags: dp, number theory  
[problem-solved's solution](#)

**1110.**

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2013-02-04 · last AC: 2013-02-04 · Java 7 (first AC) · Tags: dp  
[problem-solved's solution](#)

**1111.**

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2013-02-01 · Java 7 (first AC) · Tags: dp, two pointers  
[problem-solved's solution](#)

**1112.**

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2013-01-24 · last AC: 2013-01-24 · GNU C++ (first AC) · Tags: data structures, math  
[problem-solved's solution](#)

**1113.**

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2013-01-21 · GNU C++ (first AC) · Tags: brute force, data structures, dp  
[problem-solved's solution](#)

**1114.**

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: dp, string suffix structures, trees  
[problem-solved's solution](#)

**1115.**

178F3

[Representative Sampling](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2012-05-02 · GNU C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**1116.**

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2020-01-11 · last AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory  
[problem-solved's solution](#)

**1117.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees  
[problem-solved's solution](#)

**1118.**

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2013-12-19 · last AC: 2019-10-03 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers  
[problem-solved's solution](#)

**1119.**

1173E2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities  
[problem-solved's solution](#)

**1120.**

177G2

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

Quality: 244 global accepts · Rating: 2600 · first AC: 2017-10-24 · last AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: matrices, strings  
[problem-solved's solution](#)

**1121.**

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, strings, trees  
[problem-solved's solution](#)

**1122.**

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2017-06-02 · last AC: 2017-06-02 · GNU C++11 (first AC) · Tags: flows, graphs  
[problem-solved's solution](#)

**1123.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2014-06-14 · last AC: 2014-06-14 · GNU C++ (first AC) · Tags: data structures, greedy  
[problem-solved's solution](#)

**1124.**

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2013-12-27 · GNU C++ (first AC) · Tags: bitmasks, shortest paths  
[problem-solved's solution](#)

**1125.**

331D2

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 2600 · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: graphs  
[problem-solved's solution](#)

**1126.**

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2013-03-26 · GNU C++ (first AC) · Tags: combinatorics, dp, math  
[problem-solved's solution](#)

**1127.**

274C

[The Last Hole!](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2013-02-28 · last AC: 2013-02-28 · MS C++ (first AC) · Tags: brute force, geometry  
[problem-solved's solution](#)

**1128.**

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2013-02-13 · MS C++ (first AC) · Tags: data structures, dp, graphs, sortings  
[problem-solved's solution](#)

**1129.**

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2013-01-17 · last AC: 2013-01-17 · GNU C++ (first AC) · Tags: dp  
[problem-solved's solution](#)

**1130.**

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2013-01-10 · GNU C++ (first AC) · Tags: data structures, sortings  
[problem-solved's solution](#)

**1131.**

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2012-12-26 · GNU C++ (first AC) · Tags: dp, math, probabilities  
[problem-solved's solution](#)

**1132.**

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: graphs, shortest paths  
[problem-solved's solution](#)

**1133.**

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2012-10-17 · GNU C++ (first AC) · Tags: data structures  
[problem-solved's solution](#)

**1134.**

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2012-06-16 · last AC: 2012-06-16 · GNU C++ (first AC) · Tags: dsu, graphs, shortest paths  
[problem-solved's solution](#)

**1135.**

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2012-06-02 · last AC: 2012-06-02 · GNU C++ (first AC) · Tags: brute force, dp  
[problem-solved's solution](#)

**1136.**

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2012-05-21 · last AC: 2012-05-21 · GNU C++0x (first AC) · Tags: greedy  
[problem-solved's solution](#)

**1137.**

2C

[Commentator problem](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2012-05-19 · last AC: 2012-05-19 · GNU C++ (first AC) · Tags: geometry  
[problem-solved's solution](#)

**1138.**

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory  
[problem-solved's solution](#)

**1139.**

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, string suffix structures  
[problem-solved's solution](#)

**1140.**

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory  
[problem-solved's solution](#)

**1141.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing  
[problem-solved's solution](#)

**1142.**

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-07-03 · last AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees  
[problem-solved's solution](#)

**1143.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: data structures  
[problem-solved's solution](#)

**1144.**

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2014-03-30 · GNU C++0x (first AC) · Tags: dp, hashing  
[problem-solved's solution](#)

**1145.**

70E

[Information Reform](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2014-01-13 · GNU C++ (first AC) · Tags: dp, implementation, trees

[problem-solved's solution](#)

**1146.**

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2013-05-01 · last AC: 2013-05-01 · GNU C++0x (first AC) · Tags: brute force, combinatorics  
[problem-solved's solution](#)

**1147.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2013-04-23 · last AC: 2013-04-23 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees  
[problem-solved's solution](#)

**1148.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2013-04-15 · last AC: 2013-04-15 · MS C++ (first AC) · Tags: data structures, dsu  
[problem-solved's solution](#)

**1149.**

267C

[Berland Traffic](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2700 · first AC: 2013-02-03 · last AC: 2013-02-03 · MS C++ (first AC) · Tags: math, matrices  
[problem-solved's solution](#)

**1150.**

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2013-01-13 · last AC: 2013-01-15 · GNU C++ (first AC) · Tags: data structures, geometry  
[problem-solved's solution](#)

**1151.**

256D

[Liars and Serge](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2700 · first AC: 2013-01-03 · last AC: 2013-01-04 · GNU C++ (first AC) · Tags: dp  
[problem-solved's solution](#)

**1152.**

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2012-08-04 · GNU C++ (first AC) · Tags: data structures, hashing, strings  
[problem-solved's solution](#)

**1153.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2012-05-04 · last AC: 2017-06-22 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, strings, trees  
[problem-solved's solution](#)

**1154.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2015-05-27 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees  
[problem-solved's solution](#)

**1155.**

240E

[Road Repairs](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2014-08-21 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy  
[problem-solved's solution](#)

**1156.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2012-08-13 · last AC: 2013-09-02 · GNU C++0x (first AC) · Tags: data structures  
[problem-solved's solution](#)

**1157.**

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2013-07-14 · MS C++ (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy  
[problem-solved's solution](#)

**1158.**

288E

[Polo the Penguin and Lucky Numbers](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2800 · first AC: 2013-04-07 · last AC: 2013-04-07 · GNU C++ (first AC) · Tags: dp, implementation, math  
[problem-solved's solution](#)

**1159.**

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2013-03-21 · last AC: 2013-03-21 · MS C++ (first AC) · Tags: combinatorics, data structures, math  
[problem-solved's solution](#)

**1160.**

261E

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

Quality: 438 global accepts · Rating: 2800 · first AC: 2013-01-19 · last AC: 2013-01-19 · GNU C++ (first AC) · Tags: brute force, dp, two pointers  
[problem-solved's solution](#)

**1161.**

217E

[Alien DNA](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2800 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: data structures, dsu, trees  
[problem-solved's solution](#)

**1162.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,628 global accepts · Rating: 2800 · first AC: 2012-08-11 · GNU C++ (first AC) · Tags: dp  
[problem-solved's solution](#)

**1163.**

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2012-06-17 · last AC: 2012-06-17 · GNU C++ (first AC) · Tags: data structures, greedy, hashing, strings  
[problem-solved's solution](#)

**1164.**

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy  
[problem-solved's solution](#)

**1165.**

1173F

[Nauuo and Portals](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[problem-solved's solution](#)

**1166.**

980F

[Cactus to Tree](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2900 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: dp, graphs, trees

[problem-solved's solution](#)

**1167.**

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[problem-solved's solution](#)

**1168.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,410 global accepts · Rating: 3000 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[problem-solved's solution](#)

**1169.**

375E

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

Quality: 493 global accepts · Rating: 3000 · first AC: 2014-01-10 · GNU C++ (first AC) · Tags: dp, implementation, math

[problem-solved's solution](#)

**1170.**

372E

[Drawing Circles is Fun](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2013-12-19 · GNU C++ (first AC) · Tags: combinatorics, geometry

[problem-solved's solution](#)

**1171.**

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2013-09-04 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[problem-solved's solution](#)

**1172.**

331D3

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: data structures, implementation, trees

[problem-solved's solution](#)

**1173.**

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2013-06-24 · GNU C++ (first AC) · Tags: data structures

[problem-solved's solution](#)

**1174.**

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2013-04-21 · GNU C++ (first AC) · Tags: data structures

[problem-solved's solution](#)

**1175.**

274E

[Mirror Room](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 3000 · first AC: 2013-02-27 · last AC: 2013-02-27 · MS C++ (first AC) · Tags: data structures, implementation

[problem-solved's solution](#)

**1176.**

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2013-02-02 · MS C++ (first AC) · Tags: data structures, dp

[problem-solved's solution](#)

**1177.**

223E

[Planar Graph](#) · [Tutorial](#)

Quality: 208 global accepts · Rating: 3000 · first AC: 2012-09-25 · last AC: 2012-09-25 · GNU C++ (first AC) · Tags: flows, geometry, graphs  
[problem-solved's solution](#)

**1178.**

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[problem-solved's solution](#)

**1179.**

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[problem-solved's solution](#)

**1180.**

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[problem-solved's solution](#)

**1181.**

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[problem-solved's solution](#)

**1182.**

100685K

[Key to Magica's diary](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-17 · GNU C++11 (first AC) · Tags: —  
[problem-solved's solution](#)

**1183.**

100685A

[Ariel](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-17 · GNU C++11 (first AC) · Tags: —  
[problem-solved's solution](#)

**1184.**

100685E

[Epic Fail of a Genie](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-17 · GNU C++11 (first AC) · Tags: —  
[problem-solved's solution](#)

**1185.**

100685F

[Flood](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-17 · GNU C++11 (first AC) · Tags: —  
[problem-solved's solution](#)

**1186.**

100685I

[Innovative Business](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-17 · GNU C++11 (first AC) · Tags: —  
[problem-solved's solution](#)

**1187.**

100685G

[Gadget Hackwrench](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-17 · GNU C++11 (first AC) · Tags: —  
[problem-solved's solution](#)

**1188.**

100685J

[Just Another Disney Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-17 · GNU C++11 (first AC) · Tags: —

[problem-solved's solution](#)

**1189.**

100685C

[Cinderella](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-17 · GNU C++11 (first AC) · Tags: —

[problem-solved's solution](#)

**1190.**

100520K

[Kabbalah for Two](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-24 · GNU C++11 (first AC) · Tags: —

[problem-solved's solution](#)

**1191.**

100520H

[Hide-and-Seek](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-24 · GNU C++11 (first AC) · Tags: —

[problem-solved's solution](#)

**1192.**

100518A

[Approximate Bounding Box](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-24 · GNU C++11 (first AC) · Tags: —

[problem-solved's solution](#)

**1193.**

100518B

[Braess's Paradox](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-23 · GNU C++11 (first AC) · Tags: —

[problem-solved's solution](#)

**1194.**

100518D

[Detect Shuffling Method](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-23 · GNU C++11 (first AC) · Tags: —

[problem-solved's solution](#)

**1195.**

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-09 · GNU C++11 (first AC) · Tags: —

[problem-solved's solution](#)

**1196.**

100339H

[SETI](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-06 · last AC: 2014-10-17 · GNU C++0x (first AC) · Tags: —

[problem-solved's solution](#)

**1197.**

100430H

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

Rating: — · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: —

[problem-solved's solution](#)

**1198.**

100430J

[Squary Set](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: —

[problem-solved's solution](#)

**1199.**

100430G

[Magic Potions](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: —

[problem-solved's solution](#)

**1200.**

100490J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · GNU C++0x (first AC) · Tags: —

[problem-solved's solution](#)

**1201.**

100490B

[Big Set](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · GNU C++0x (first AC) · Tags: —

[problem-solved's solution](#)

**1202.**

100490D

[Duel](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · GNU C++0x (first AC) · Tags: —

[problem-solved's solution](#)

**1203.**

100490A

[Approximation](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · GNU C++0x (first AC) · Tags: —

[problem-solved's solution](#)

**1204.**

100490E

[Environment Problems](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · GNU C++0x (first AC) · Tags: —

[problem-solved's solution](#)

**1205.**

100339A

[Bike Roads](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: —

[problem-solved's solution](#)

**1206.**

100357D

[Discussions](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-03 · last AC: 2014-10-03 · GNU C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1207.**

100357C

[Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-03 · GNU C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1208.**

100363C

[Center of the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-03 · GNU C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1209.**

100402E

[Points and Lines](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++0x (first AC) · Tags: —

[problem-solved's solution](#)

**1210.**

100402K

[XOR](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++0x (first AC) · Tags: —

[problem-solved's solution](#)

**1211.**

100402F

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

Rating: — · first AC: 2014-10-02 · GNU C++0x (first AC) · Tags: —  
[problem-solved's solution](#)

**1212.**

100402G

[Inverse Range Minimum Query](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++0x (first AC) · Tags: —  
[problem-solved's solution](#)

**1213.**

100402A

[Graph Theory](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++0x (first AC) · Tags: —  
[problem-solved's solution](#)

**1214.**

100402J

[Wikipedia](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++0x (first AC) · Tags: —  
[problem-solved's solution](#)

**1215.**

100402D

[Avoiding Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++0x (first AC) · Tags: —  
[problem-solved's solution](#)

**1216.**

100460K

[Epilogue](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-13 · GNU C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**1217.**

100460L

[Icy Rider](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-13 · GNU C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**1218.**

100460H

[A Ballad about the Tear](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-13 · GNU C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**1219.**

100460B

[Time of Trial](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-13 · GNU C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**1220.**

100345A

[BibTeX](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: —  
[problem-solved's solution](#)

**1221.**

100345H

[Settling the Universe Up](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1222.**

100345D

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

Rating: — · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: —

[problem-solved's solution](#)

**1223.**

100345B

[Signed Derangements](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-16 · Java 6 (first AC) · Tags: —

[problem-solved's solution](#)

**1224.**

100345G

[Pulp Fiction](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1225.**

100345F

[Sqrt Nim](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: —

[problem-solved's solution](#)

**1226.**

399A

[Pages](#) · [Tutorial](#)

Quality: 4,232 global accepts · Rating: — · first AC: 2014-03-05 · Python 3 (first AC) · Tags: implementation

[problem-solved's solution](#)

**1227.**

100268F

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-23 · last AC: 2013-11-23 · GNU C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1228.**

100268G

[Social Advertising](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-23 · last AC: 2013-11-23 · GNU C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1229.**

100268A

[Fast Food Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-23 · GNU C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1230.**

100257K

[Top K Elements](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-31 · last AC: 2013-10-31 · GNU C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1231.**

100109B

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

Rating: — · first AC: 2013-07-22 · MS C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1232.**

100109I

[Gena vs Petya](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-21 · MS C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1233.**

100107F

[Titan Ruins: Repeating Success and Failure](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-21 · MS C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1234.**

100107H

[Titan Ruins: Better Late than Killed](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-21 · MS C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1235.**

100107A

[Titan Ruins: Hidden Entrance](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-21 · MS C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1236.**

100107K

[Titan Ruins: the Infinite Power of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-21 · MS C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1237.**

100109H

[Sultan's Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-18 · MS C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1238.**

100109F

[Dumbbells](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-18 · MS C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1239.**

100109G

[Database Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-18 · MS C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1240.**

100109L

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

Rating: — · first AC: 2013-07-18 · MS C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1241.**

100109J

[Ternary Password](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-18 · MS C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1242.**

100109E

[Dragons and Princesses](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-18 · MS C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1243.**

100109K

[Tree Queries Online](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-18 · last AC: 2013-07-18 · MS C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1244.**

100186J

[New protocol](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-28 · last AC: 2013-04-28 · GNU C++0x (first AC) · Tags: —

[problem-solved's solution](#)

**1245.**

100186H

[IWorm](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-28 · GNU C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1246.**

100186K

[Quality assurance](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-28 · GNU C++0x (first AC) · Tags: —

[problem-solved's solution](#)

**1247.**

100186I

[The Match](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-28 · GNU C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1248.**

100186G

[Restroom](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-28 · GNU C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1249.**

100186A

[Random Access Memory](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-28 · GNU C++0x (first AC) · Tags: —

[problem-solved's solution](#)

**1250.**

100186D

[Test problem](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-28 · GNU C++0x (first AC) · Tags: —

[problem-solved's solution](#)

**1251.**

100186L

[Epilogue](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-28 · GNU C++0x (first AC) · Tags: —

[problem-solved's solution](#)

**1252.**

100187G

[Image Processing](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-27 · GNU C++0x (first AC) · Tags: —

[problem-solved's solution](#)

**1253.**

100187F

[Doomsday](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-27 · GNU C++0x (first AC) · Tags: —

[problem-solved's solution](#)

**1254.**

100187K

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-27 · GNU C++0x (first AC) · Tags: —

[problem-solved's solution](#)

**1255.**

100187J

[Deck Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-27 · GNU C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**1256.**

100187E

[Two Labyrinths](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-27 · GNU C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**1257.**

100187A

[Potion of Immortality](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-27 · GNU C++0x (first AC) · Tags: —  
[problem-solved's solution](#)

**1258.**

100187M

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

Rating: — · first AC: 2013-04-27 · GNU C++0x (first AC) · Tags: —  
[problem-solved's solution](#)

**1259.**

100187B

[A Lot of Joy](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-27 · GNU C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**1260.**

100187D

[Holidays](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-27 · GNU C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**1261.**

100187H

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

Rating: — · first AC: 2013-04-27 · GNU C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**1262.**

100187L

[Ministry of Truth](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-27 · GNU C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**1263.**

100110B

[Lots of Combinations](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-11 · last AC: 2013-04-11 · GNU C++0x (first AC) · Tags: —  
[problem-solved's solution](#)

**1264.**

100169B

[Secret Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2013-03-22 · GNU C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**1265.**

100169A

[Bridges and Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2013-03-22 · MS C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1266.**

100169C

[Room Painting](#) · [Tutorial](#)

Rating: — · first AC: 2013-03-22 · MS C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**1267.**

100169D

[Course Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2013-03-22 · MS C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**1268.**

100169E

[Tetrahedron Inequality](#) · [Tutorial](#)

Rating: — · first AC: 2013-03-22 · MS C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**1269.**

100159D

[Monopoly](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-04 · MS C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**1270.**

100155J

[Math Homework](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**1271.**

100155F

[Lock Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-26 · last AC: 2013-01-26 · Java 6 (first AC) · Tags: —  
[problem-solved's solution](#)

**1272.**

100155E

[The Swapping Game](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-25 · GNU C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**1273.**

100155B

[No Name](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-25 · GNU C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**1274.**

100155G

[Archery](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-24 · GNU C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**1275.**

100155C

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

Rating: — · first AC: 2013-01-24 · GNU C++ (first AC) · Tags: —  
[problem-solved's solution](#)

**1276.**

100155A

[The New President](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-24 · GNU C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1277.**

100155I

[Contest Hall Preparation](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-24 · GNU C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1278.**

100155D

[Kids Love Candies](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-24 · GNU C++ (first AC) · Tags: —

[problem-solved's solution](#)

**1279.**

100110G

[RLE Size](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-27 · MS C++ (first AC) · Tags: —

[problem-solved's solution](#)