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Unique solved — programmer228

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

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

Filters: none

Count: 1,442

1.

1919B

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2.

1919A

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3.

1930A

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4.

1912L

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5.

1774A

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6.

1450A

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7.

4A

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8.

1398B

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

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9.

1398A

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10.

1270A

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11.

1250F

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12.

1234A

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13.

1106A

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14.

1091A

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15.

1096A

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16.

1030A

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17.

821A

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18.

811A

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19.

734B

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20.

734A

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21.

796A

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22.

785A

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23.

770A

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24.

780A

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25.

760A

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26.

755A

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27.

750A

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28.

748A

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29.

751A

[AññCñ8 A\\$0D 8](#)

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30.

749A

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31.

732A

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32.

721A

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33.

716A

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34.

712A

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35.

711A

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36.

710A

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37.

551A

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38.

705A

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39.

615A

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40.

703A

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41.

702A

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42.

448A

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43.

630A

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44.

141A

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45.

701A

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46.

595A

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47.

688A

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48.

680A

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49.

677A

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50.

673A

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51.

672A

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52.

664A

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53.

629A

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54.

618A

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55.

617A

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56.

599A

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57.

975A

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58.

1106C

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59.

1016A

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60.

981A

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61.

977B

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62.

876A

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63.

870A

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64.

841A

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65.

807A

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66.

793A

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67.

801B

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68.

616A

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69.

670A

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70.

622B

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71.

580A

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72.

591A

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73.

697A

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74.

653A

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75.

598A

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76.

588A

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77.

586A

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78.

1930B

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79.

1770B

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80.

1770A

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81.

1A

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82.

1506C

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83.

1450B

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84.

1234B1

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85.

981B

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86.

920A

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87.

816A

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88.

798A

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89.

779A

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90.

766B

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91.

766A

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92.

757A

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93.

733A

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94.

732B

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95.

670B

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96.

620B

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97.

622A

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98.

610A

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99.

699A

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100.

691A

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101.

560A

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102.

688B

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103.

680B

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104.

672B

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105.

637A

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106.

628A

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107.

626A

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108.

616B

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109.

131A

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110.

584A

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111.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-03 · FPC (first AC) · Tags: implementation
[programmer228's solution](#)

112.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: implementation, strings
[programmer228's solution](#)

113.

1112A

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

Rating: 1100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[programmer228's solution](#)

114.

1030B

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

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[programmer228's solution](#)

115.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[programmer228's solution](#)

116.

883M

[Quadcopter Competition](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[programmer228's solution](#)

117.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[programmer228's solution](#)

118.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[programmer228's solution](#)

119.

858A

[k-rounding](#) · [Tutorial](#)

Quality: 8,996 global accepts · Rating: 1100 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[programmer228's solution](#)

120.

842B

[Gleb And Pizza](#) · Tutorial

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[programmer228's solution](#)

121.

845A

[Chess Tourney](#) · Tutorial

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[programmer228's solution](#)

122.

841B

[Godsend](#) · Tutorial

Quality: 13,187 global accepts · Rating: 1100 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[programmer228's solution](#)

123.

789A

[Anastasia and pebbles](#) · Tutorial

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-04-20 · GNU C++ (first AC) · Tags: implementation, math
[programmer228's solution](#)

124.

801A

[Vicious Keyboard](#) · Tutorial

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2017-04-18 · GNU C++ (first AC) · Tags: brute force
[programmer228's solution](#)

125.

797A

[k-Factorization](#) · Tutorial

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2017-04-15 · GNU C++ (first AC) · Tags: implementation, math, number theory
[programmer228's solution](#)

126.

785B

[Anton and Classes](#) · Tutorial

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2017-03-15 · GNU C++ (first AC) · Tags: greedy, sortings
[programmer228's solution](#)

127.

779B

[Weird Rounding](#) · Tutorial

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-02-26 · GNU C++ (first AC) · Tags: brute force, greedy
[programmer228's solution](#)

128.

755B

[PolandBall and Game](#) · Tutorial

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-17 · GNU C++ (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings
[programmer228's solution](#)

129.

754B

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

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · GNU C++ (first AC) · Tags: brute force, implementation
[programmer228's solution](#)

130.

733B

[Parade](#) · Tutorial

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-11-03 · GNU C++ (first AC) · Tags: math
[programmer228's solution](#)

131.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1100 · first AC: 2016-09-30 · FPC (first AC) · Tags: implementation, math, sortings, strings
[programmer228's solution](#)

132.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,145 global accepts · Rating: 1100 · first AC: 2016-09-13 · FPC (first AC) · Tags: implementation, math
[programmer228's solution](#)

133.

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-10 · FPC (first AC) · Tags: implementation, strings
[programmer228's solution](#)

134.

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-09-10 · FPC (first AC) · Tags: constructive algorithms, implementation, sortings
[programmer228's solution](#)

135.

527A

[Playing with Paper](#) · [Tutorial](#)

Quality: 15,552 global accepts · Rating: 1100 · first AC: 2016-08-08 · GNU C++11 (first AC) · Tags: implementation, math
[programmer228's solution](#)

136.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: games, math
[programmer228's solution](#)

137.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-07-27 · FPC (first AC) · Tags: math
[programmer228's solution](#)

138.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-07-27 · FPC (first AC) · Tags: math
[programmer228's solution](#)

139.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,917 global accepts · Rating: 1100 · first AC: 2016-07-27 · FPC (first AC) · Tags: combinatorics, math
[programmer228's solution](#)

140.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2016-07-17 · FPC (first AC) · Tags: implementation
[programmer228's solution](#)

141.

556B

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

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2016-07-12 · GNU C++11 (first AC) · Tags: brute force, implementation
[programmer228's solution](#)

142.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,661 global accepts · Rating: 1100 · first AC: 2016-07-12 · FPC (first AC) · Tags: bitmasks, brute force, combinatorics, implementation
[programmer228's solution](#)

143.

690A1

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

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · FPC (first AC) · Tags: —
[programmer228's solution](#)

144.

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-03-20 · FPC (first AC) · Tags: *special, constructive algorithms, math
[programmer228's solution](#)

145.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-03-07 · FPC (first AC) · Tags: dp, greedy, implementation, math
[programmer228's solution](#)

146.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · FPC (first AC) · Tags: brute force, math, number theory
[programmer228's solution](#)

147.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-20 · FPC (first AC) · Tags: brute force
[programmer228's solution](#)

148.

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-01-29 · FPC (first AC) · Tags: constructive algorithms
[programmer228's solution](#)

149.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-24 · FPC (first AC) · Tags: brute force, implementation
[programmer228's solution](#)

150.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-15 · FPC (first AC) · Tags: greedy, implementation
[programmer228's solution](#)

151.

596A

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

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-15 · FPC (first AC) · Tags: geometry, implementation
[programmer228's solution](#)

152.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-10-31 · FPC (first AC) · Tags: math
[programmer228's solution](#)

153.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[programmer228's solution](#)

154.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-04-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[programmer228's solution](#)

155.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[programmer228's solution](#)

156.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 1200 · first AC: 2016-03-13 · last AC: 2018-05-13 · FPC (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings
[programmer228's solution](#)

157.

944A

[World Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[programmer228's solution](#)

158.

928A

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

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings
[programmer228's solution](#)

159.

433B

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

Quality: 53,863 global accepts · Rating: 1200 · first AC: 2018-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings
[programmer228's solution](#)

160.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[programmer228's solution](#)

161.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[programmer228's solution](#)

162.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[programmer228's solution](#)

163.

870B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Quality: 10,640 global accepts · Rating: 1200 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[programmer228's solution](#)

164.

842A

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

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[programmer228's solution](#)

165.

811B

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

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

[programmer228's solution](#)

166.

779C

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

Quality: 12,774 global accepts · Rating: 1200 · first AC: 2017-02-26 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[programmer228's solution](#)

167.

754A

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

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-01-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[programmer228's solution](#)

168.

751B

[A000\\$U A6>C`8C#0D ?C](#)

Rating: 1200 · first AC: 2016-12-23 · GNU C++ (first AC) · Tags: *special

[programmer228's solution](#)

169.

749B

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

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry

[programmer228's solution](#)

170.

729B

[Spotlights](#) · [Tutorial](#)

Quality: 8,703 global accepts · Rating: 1200 · first AC: 2016-11-20 · GNU C++ (first AC) · Tags: dp, implementation

[programmer228's solution](#)

171.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[programmer228's solution](#)

172.

722B

[Verse Pattern](#) · [Tutorial](#)

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

[programmer228's solution](#)

173.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-13 · FPC (first AC) · Tags: implementation, sortings

[programmer228's solution](#)

174.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2016-09-03 · GNU C++11 (first AC) · Tags: greedy, math
[programmer228's solution](#)

175.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-09-02 · GNU C++11 (first AC) · Tags: sortings
[programmer228's solution](#)

176.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-07-27 · FPC (first AC) · Tags: math
[programmer228's solution](#)

177.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2016-07-26 · FPC (first AC) · Tags: constructive algorithms, greedy, strings
[programmer228's solution](#)

178.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2016-07-26 · FPC (first AC) · Tags: implementation
[programmer228's solution](#)

179.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2016-07-22 · FPC (first AC) · Tags: data structures, math
[programmer228's solution](#)

180.

690D1

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

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · FPC (first AC) · Tags: —
[programmer228's solution](#)

181.

639A

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

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · FPC (first AC) · Tags: implementation
[programmer228's solution](#)

182.

655B

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

Rating: 1200 · first AC: 2016-03-18 · FPC (first AC) · Tags: greedy, math
[programmer228's solution](#)

183.

655A

[Amity Assessment](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-18 · FPC (first AC) · Tags: brute force, implementation
[programmer228's solution](#)

184.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-03-07 · FPC (first AC) · Tags: greedy, sortings
[programmer228's solution](#)

185.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2015-12-10 · FPC (first AC) · Tags: implementation

[programmer228's solution](#)

186.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-04 · FPC (first AC) · Tags: brute force, implementation

[programmer228's solution](#)

187.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-03 · FPC (first AC) · Tags: greedy, implementation

[programmer228's solution](#)

188.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[programmer228's solution](#)

189.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[programmer228's solution](#)

190.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[programmer228's solution](#)

191.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings

[programmer228's solution](#)

192.

1030C

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

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[programmer228's solution](#)

193.

1037C

[Equalize](#) · [Tutorial](#)

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

[programmer228's solution](#)

194.

1037B

[Reach Median](#) · [Tutorial](#)

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

[programmer228's solution](#)

195.

1037A

[Packets](#) · [Tutorial](#)

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

[programmer228's solution](#)

196.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[programmer228's solution](#)

197.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[programmer228's solution](#)

198.

462B

[Appleman and Card Game](#) · [Tutorial](#)

Quality: 15,565 global accepts · Rating: 1300 · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[programmer228's solution](#)

199.

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[programmer228's solution](#)

200.

659B

[Qualifying Contest](#) · [Tutorial](#)

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[programmer228's solution](#)

201.

876B

[Divisibility of Differences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[programmer228's solution](#)

202.

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory
[programmer228's solution](#)

203.

841C

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

Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[programmer228's solution](#)

204.

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-07 · GNU C++ (first AC) · Tags: brute force, implementation
[programmer228's solution](#)

205.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,210 global accepts · Rating: 1300 · first AC: 2017-04-22 · GNU C++ (first AC) · Tags: brute force, dp, strings
[programmer228's solution](#)

206.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-11 · GNU C++ (first AC) · Tags: implementation
[programmer228's solution](#)

207.

770B

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

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-11 · GNU C++ (first AC) · Tags: *special, implementation, math

[programmer228's solution](#)

208.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-17 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees
[programmer228's solution](#)

209.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: geometry, implementation
[programmer228's solution](#)

210.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2016-09-19 · FPC (first AC) · Tags: greedy, two pointers
[programmer228's solution](#)

211.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · FPC (first AC) · Tags: graphs
[programmer228's solution](#)

212.

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation, sortings
[programmer228's solution](#)

213.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2016-08-01 · FPC (first AC) · Tags: implementation
[programmer228's solution](#)

214.

673B

[Problems for Round](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2016-07-27 · FPC (first AC) · Tags: greedy, implementation
[programmer228's solution](#)

215.

612A

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

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2016-07-27 · FPC (first AC) · Tags: brute force, implementation, strings
[programmer228's solution](#)

216.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2016-07-27 · FPC (first AC) · Tags: dp, greedy, strings
[programmer228's solution](#)

217.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-07-26 · FPC (first AC) · Tags: constructive algorithms, implementation
[programmer228's solution](#)

218.

574C

[Bear and Poker](#) · [Tutorial](#)

Rating: 1300 · first AC: 2016-07-26 · FPC (first AC) · Tags: math, number theory

[programmer228's solution](#)

219.

621B

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

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-07-17 · FPC (first AC) · Tags: combinatorics, implementation

[programmer228's solution](#)

220.

690F1

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

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · FPC (first AC) · Tags: —

[programmer228's solution](#)

221.

690C1

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

Quality: 3,172 global accepts · Rating: 1300 · first AC: 2016-07-10 · FPC (first AC) · Tags: —

[programmer228's solution](#)

222.

653B

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

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

[programmer228's solution](#)

223.

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · FPC (first AC) · Tags: brute force, constructive algorithms, math, number theory

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224.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2016-02-19 · FPC (first AC) · Tags: greedy, strings

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225.

628B

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226.

626B

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Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-15 · FPC (first AC) · Tags: constructive algorithms, dp, math

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227.

617B

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[programmer228's solution](#)

228.

610B

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[programmer228's solution](#)

229.

598B

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Quality: 12,200 global accepts · Rating: 1300 · first AC: 2015-11-13 · FPC (first AC) · Tags: implementation, strings

[programmer228's solution](#)

230.

588B

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Quality: 14,992 global accepts · Rating: 1300 · first AC: 2015-10-15 · FPC (first AC) · Tags: math

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231.

1919C

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Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

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232.

1270C

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Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

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233.

1250A

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Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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234.

1091C

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Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[programmer228's solution](#)

235.

981C

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Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

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236.

928B

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237.

414B

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[programmer228's solution](#)

238.

475B

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Quality: 9,248 global accepts · Rating: 1400 · first AC: 2018-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[programmer228's solution](#)

239.

920C

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Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[programmer228's solution](#)

240.

581C

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Quality: 7,595 global accepts · Rating: 1400 · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[programmer228's solution](#)

241.

546C

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Quality: 19,432 global accepts · Rating: 1400 · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, games
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242.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,375 global accepts · Rating: 1400 · first AC: 2017-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[programmer228's solution](#)

243.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2017-04-15 · GNU C++ (first AC) · Tags: dp, greedy, implementation
[programmer228's solution](#)

244.

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-12 · GNU C++ (first AC) · Tags: *special, implementation
[programmer228's solution](#)

245.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++ (first AC) · Tags: greedy, math, number theory
[programmer228's solution](#)

246.

748C

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

Quality: 4,855 global accepts · Rating: 1400 · first AC: 2016-12-25 · GNU C++ (first AC) · Tags: constructive algorithms, math
[programmer228's solution](#)

247.

714C

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

Rating: 1400 · first AC: 2016-09-13 · FPC (first AC) · Tags: data structures, implementation
[programmer228's solution](#)

248.

711B

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

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · FPC (first AC) · Tags: constructive algorithms, implementation
[programmer228's solution](#)

249.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-22 · GNU C++ (first AC) · Tags: brute force, sortings
[programmer228's solution](#)

250.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,057 global accepts · Rating: 1400 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation, math
[programmer228's solution](#)

251.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1400 · first AC: 2016-07-27 · FPC (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[programmer228's solution](#)

252.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 1400 · first AC: 2016-07-27 · FPC (first AC) · Tags: brute force, implementation
[programmer228's solution](#)

253.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-07-27 · FPC (first AC) · Tags: data structures, geometry, implementation, sortings
[programmer228's solution](#)

254.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-07-19 · FPC (first AC) · Tags: brute force, dp
[programmer228's solution](#)

255.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2016-07-19 · FPC (first AC) · Tags: implementation
[programmer228's solution](#)

256.

604B

[More Cowbell](#) · [Tutorial](#)

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[programmer228's solution](#)

257.

550B

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[programmer228's solution](#)

258.

697B

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[programmer228's solution](#)

259.

689A

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

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2016-07-06 · FPC (first AC) · Tags: brute force, constructive algorithms, implementation
[programmer228's solution](#)

260.

680C

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

Rating: 1400 · first AC: 2016-06-08 · FPC (first AC) · Tags: constructive algorithms, interactive, math, number theory
[programmer228's solution](#)

261.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-01 · FPC (first AC) · Tags: implementation, math
[programmer228's solution](#)

262.

675B

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Quality: 7,733 global accepts · Rating: 1400 · first AC: 2016-05-16 · FPC (first AC) · Tags: brute force, constructive algorithms, math
[programmer228's solution](#)

263.

637C

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Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-14 · FPC (first AC) · Tags: *special, brute force, constructive algorithms, implementation
[programmer228's solution](#)

264.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1400 · first AC: 2016-01-14 · FPC (first AC) · Tags: implementation, math
[programmer228's solution](#)

265.

602B

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[programmer228's solution](#)

266.

1949B

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Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, sortings
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267.

1924A

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268.

1774B

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Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[programmer228's solution](#)

269.

1250L

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Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[programmer228's solution](#)

270.

1250H

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Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[programmer228's solution](#)

271.

409H

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Quality: 9,489 global accepts · Rating: 1500 · first AC: 2019-08-24 · last AC: 2019-08-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation
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272.

1106D

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

Quality: 19,656 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[programmer228's solution](#)

273.

1106B

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

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

[programmer228's solution](#)

274.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings

[programmer228's solution](#)

275.

944C

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

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

[programmer228's solution](#)

276.

877B

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Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[programmer228's solution](#)

277.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[programmer228's solution](#)

278.

659D

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Quality: 6,710 global accepts · Rating: 1500 · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[programmer228's solution](#)

279.

876D

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Rating: 1500 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, trees, two pointers

[programmer228's solution](#)

280.

864D

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Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-26 · GNU C++11 (first AC) · Tags: greedy, implementation, math

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281.

858B

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Quality: 4,105 global accepts · Rating: 1500 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, implementation

[programmer228's solution](#)

282.

545C

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Quality: 32,869 global accepts · Rating: 1500 · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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283.

845C

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284.

771B

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Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · FPC (first AC) · Tags: constructive algorithms, greedy
[programmer228's solution](#)

285.

771A

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Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs
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286.

770C

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Quality: 2,936 global accepts · Rating: 1500 · first AC: 2017-03-11 · GNU C++ (first AC) · Tags: *special, dfs and similar, graphs, implementation
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287.

749C

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Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers
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288.

707C

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289.

673C

[Bear and Colors](#) · [Tutorial](#)

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290.

702C

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[programmer228's solution](#)

291.

702B

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Quality: 13,632 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math
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292.

701C

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Quality: 19,794 global accepts · Rating: 1500 · first AC: 2016-07-22 · FPC (first AC) · Tags: binary search, strings, two pointers
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293.

2A

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[programmer228's solution](#)

294.

688C

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[programmer228's solution](#)

295.

677C

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Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-01 · FPC (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[programmer228's solution](#)

296.

550A

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297.

614A

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Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-01-14 · FPC (first AC) · Tags: brute force, implementation

[programmer228's solution](#)

298.

588C

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

Rating: 1500 · first AC: 2015-10-15 · FPC (first AC) · Tags: —

[programmer228's solution](#)

299.

2052A

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Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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300.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[programmer228's solution](#)

301.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[programmer228's solution](#)

302.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,606 global accepts · Rating: 1600 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[programmer228's solution](#)

303.

234G

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Quality: 1,582 global accepts · Rating: 1600 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation

[programmer228's solution](#)

304.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[programmer228's solution](#)

305.

1112B

[System Testing](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[programmer228's solution](#)

306.

1096C

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Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry
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307.

979C

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Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
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308.

924B

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Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers
[programmer228's solution](#)

309.

923B

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[programmer228's solution](#)

310.

944D

[Game with String](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

311.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[programmer228's solution](#)

312.

785C

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

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[programmer228's solution](#)

313.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
[programmer228's solution](#)

314.

858D

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

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings
[programmer228's solution](#)

315.

774K

[Stepan and Vowels](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2017-04-13 · GNU C++ (first AC) · Tags: *special, implementation, strings
[programmer228's solution](#)

316.

780C

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

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2017-03-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, trees
[programmer228's solution](#)

317.

780B

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

Quality: 12,646 global accepts · Rating: 1600 · first AC: 2017-03-05 · GNU C++ (first AC) · Tags: binary search
[programmer228's solution](#)

318.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: binary search, greedy, math
[programmer228's solution](#)

319.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,314 global accepts · Rating: 1600 · first AC: 2016-05-12 · last AC: 2016-10-13 · GNU C++ (first AC) · Tags: implementation, math
[programmer228's solution](#)

320.

716C

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

Rating: 1600 · first AC: 2016-09-19 · FPC (first AC) · Tags: constructive algorithms, math, number theory
[programmer228's solution](#)

321.

705C

[Thor](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[programmer228's solution](#)

322.

606B

[Testing Robots](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 1600 · first AC: 2016-07-17 · FPC (first AC) · Tags: implementation
[programmer228's solution](#)

323.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2016-07-13 · FPC (first AC) · Tags: implementation, strings
[programmer228's solution](#)

324.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2016-07-12 · GNU C++11 (first AC) · Tags: greedy, math, sortings
[programmer228's solution](#)

325.

639B

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

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · FPC (first AC) · Tags: constructive algorithms, graphs, trees
[programmer228's solution](#)

326.

655C

[Enduring Exodus](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-18 · FPC (first AC) · Tags: binary search, two pointers

[programmer228's solution](#)

327.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-15 · FPC (first AC) · Tags: brute force, greedy, math, number theory
[programmer228's solution](#)

328.

616D

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

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2016-01-11 · FPC (first AC) · Tags: binary search, data structures, two pointers
[programmer228's solution](#)

329.

2052F

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

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs
[programmer228's solution](#)

330.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
[programmer228's solution](#)

331.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[programmer228's solution](#)

332.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
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333.

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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334.

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[programmer228's solution](#)

335.

84C

[Biathlon](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1700 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[programmer228's solution](#)

336.

1217C

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

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force
[programmer228's solution](#)

337.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[programmer228's solution](#)

338.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[programmer228's solution](#)

339.

924C

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Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[programmer228's solution](#)

340.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[programmer228's solution](#)

341.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
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342.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-04-12 · Ruby (first AC) · Tags: *special
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343.

729C

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Quality: 4,182 global accepts · Rating: 1700 · first AC: 2016-11-20 · GNU C++ (first AC) · Tags: binary search, greedy, sortings
[programmer228's solution](#)

344.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-08-29 · FPC (first AC) · Tags: dp
[programmer228's solution](#)

345.

689C

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

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math
[programmer228's solution](#)

346.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-07-17 · FPC (first AC) · Tags: implementation, math
[programmer228's solution](#)

347.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · FPC (first AC) · Tags: *special, implementation
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348.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[programmer228's solution](#)

349.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[programmer228's solution](#)

350.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[programmer228's solution](#)

351.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[programmer228's solution](#)

352.

1398D

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Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[programmer228's solution](#)

353.

440C

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Quality: 1,139 global accepts · Rating: 1800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer

[programmer228's solution](#)

354.

1108E1

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

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[programmer228's solution](#)

355.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[programmer228's solution](#)

356.

67B

[Restoration of the Permutation](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 1800 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[programmer228's solution](#)

357.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[programmer228's solution](#)

358.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[programmer228's solution](#)

359.

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms

[programmer228's solution](#)

360.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[programmer228's solution](#)

361.

1030D

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

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

[programmer228's solution](#)

362.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math

[programmer228's solution](#)

363.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[programmer228's solution](#)

364.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-02 · PHP (first AC) · Tags: *special, probabilities

[programmer228's solution](#)

365.

923C

[Perfect Security](#) · [Tutorial](#)

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

[programmer228's solution](#)

366.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, sortings

[programmer228's solution](#)

367.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[programmer228's solution](#)

368.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar,

expression parsing, implementation

[programmer228's solution](#)

369.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,478 global accepts · Rating: 1800 · first AC: 2017-04-19 · GNU C++ (first AC) · Tags: geometry

[programmer228's solution](#)

370.

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-18 · GNU C++ (first AC) · Tags: binary search, math

[programmer228's solution](#)

371.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2017-03-02 · GNU C++ (first AC) · Tags: dp, graphs, greedy, implementation

[programmer228's solution](#)

372.

586C

[Gennady the Dentist](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-07-27 · FPC (first AC) · Tags: implementation

[programmer228's solution](#)

373.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,279 global accepts · Rating: 1800 · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: brute force, games, implementation

[programmer228's solution](#)

374.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2016-07-13 · FPC (first AC) · Tags: implementation, strings

[programmer228's solution](#)

375.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-15 · FPC (first AC) · Tags: brute force, combinatorics, dp, probabilities

[programmer228's solution](#)

376.

2052E

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

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, expression parsing, strings

[programmer228's solution](#)

377.

1949C

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

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[programmer228's solution](#)

378.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · PyPy 3-64 (first AC) · Tags: —

[programmer228's solution](#)

379.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: math
[programmer228's solution](#)

380.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[programmer228's solution](#)

381.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[programmer228's solution](#)

382.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,881 global accepts · Rating: 1900 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[programmer228's solution](#)

383.

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[programmer228's solution](#)

384.

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy

[programmer228's solution](#)

385.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[programmer228's solution](#)

386.

1112C

[Diana and Liana](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[programmer228's solution](#)

387.

1095F

[Make It Connected](#) · [Tutorial](#)

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2018-12-28 · last AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[programmer228's solution](#)

388.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[programmer228's solution](#)

389.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[programmer228's solution](#)

390.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[programmer228's solution](#)

391.

944E

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

Rating: 1900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp
[programmer228's solution](#)

392.

928C

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Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, graphs, implementation
[programmer228's solution](#)

393.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dp
[programmer228's solution](#)

394.

780D

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

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2017-03-05 · GNU C++ (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings
[programmer228's solution](#)

395.

2052J

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

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[programmer228's solution](#)

396.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
[programmer228's solution](#)

397.

31D

[Chocolate](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2000 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation
[programmer228's solution](#)

398.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2000 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[programmer228's solution](#)

399.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory
[programmer228's solution](#)

400.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2017-09-12 · GNU C11 (first AC) · Tags: dfs and similar

[programmer228's solution](#)

401.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2017-06-13 · GNU C++11 (first AC) · Tags: brute force, dp

[programmer228's solution](#)

402.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: binary search, data structures

[programmer228's solution](#)

403.

2052D

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

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs

[programmer228's solution](#)

404.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[programmer228's solution](#)

405.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[programmer228's solution](#)

406.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[programmer228's solution](#)

407.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[programmer228's solution](#)

408.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[programmer228's solution](#)

409.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[programmer228's solution](#)

410.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-07-25 · last AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[programmer228's solution](#)

411.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, trees

[programmer228's solution](#)

412.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2100 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices, sortings

[programmer228's solution](#)

413.

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, probabilities

[programmer228's solution](#)

414.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[programmer228's solution](#)

415.

1112D

[Compress String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: strings

[programmer228's solution](#)

416.

1032E

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2100 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[programmer228's solution](#)

417.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[programmer228's solution](#)

418.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[programmer228's solution](#)

419.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2017-12-19 · last AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[programmer228's solution](#)

420.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[programmer228's solution](#)

421.

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2100 · first AC: 2017-03-05 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[programmer228's solution](#)

422.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, trees
[programmer228's solution](#)

423.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

424.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[programmer228's solution](#)

425.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, trees
[programmer228's solution](#)

426.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, sortings, trees
[programmer228's solution](#)

427.

385D

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

Quality: 944 global accepts · Rating: 2200 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, geometry
[programmer228's solution](#)

428.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, string suffix structures
[programmer228's solution](#)

429.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-30 · GNU C++11 (first AC) · Tags: dp, implementation, strings
[programmer228's solution](#)

430.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2019-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[programmer228's solution](#)

431.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[programmer228's solution](#)

432.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[programmer228's solution](#)

433.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp
[programmer228's solution](#)

434.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2017-03-02 · GNU C++ (first AC) · Tags: hashing, strings
[programmer228's solution](#)

435.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy
[programmer228's solution](#)

436.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

437.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[programmer228's solution](#)

438.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

439.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[programmer228's solution](#)

440.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, probabilities
[programmer228's solution](#)

441.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing
[programmer228's solution](#)

442.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[programmer228's solution](#)

443.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-30 · last AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[programmer228's solution](#)

444.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[programmer228's solution](#)

445.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[programmer228's solution](#)

446.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[programmer228's solution](#)

447.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[programmer228's solution](#)

448.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[programmer228's solution](#)

449.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[programmer228's solution](#)

450.

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[programmer228's solution](#)

451.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[programmer228's solution](#)

452.

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[programmer228's solution](#)

453.

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2019-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[programmer228's solution](#)

454.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[programmer228's solution](#)

455.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[programmer228's solution](#)

456.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[programmer228's solution](#)

457.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[programmer228's solution](#)

458.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[programmer228's solution](#)

459.

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2020-02-05 · last AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[programmer228's solution](#)

460.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[programmer228's solution](#)

461.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[programmer228's solution](#)

462.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[programmer228's solution](#)

463.

1924D

[Balanced Subsequences](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[programmer228's solution](#)

464.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, constructive algorithms, interactive
[programmer228's solution](#)

465.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2020-02-04 · last AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[programmer228's solution](#)

466.

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, interactive
[programmer228's solution](#)

467.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

468.

102511B

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

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

469.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

470.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

471.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

472.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

473.

105911E

[God's String on This Wonderful World](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

474.

105911I

[Dating Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

475.

105911F

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

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

476.

105911D

[Virtuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

477.

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

478.

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

479.

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

480.

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · Python 3 (first AC) · Tags: —
[programmer228's solution](#)

481.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[programmer228's solution](#)

482.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

483.

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

484.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

485.

105789D

[Dangerous City](#) · Tutorial

Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

486.

105789K

[Keep Fighting](#) · Tutorial

Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

487.

105789B

[Brazilian FootXOR](#) · Tutorial

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[programmer228's solution](#)

488.

105789A

[Ananna](#) · Tutorial

Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

489.

105789C

[Coatless in Yakutsk](#) · Tutorial

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[programmer228's solution](#)

490.

105789L

[LED Counter](#) · Tutorial

Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

491.

102471C

[Dirichlet \$k\$ -th root](#) · Tutorial

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[programmer228's solution](#)

492.

102471J

[Permutation](#) · Tutorial

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

493.

102471G

[Happiness](#) · Tutorial

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[programmer228's solution](#)

494.

102471H

[King](#) · Tutorial

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

495.

102471E

[Flow](#) · Tutorial

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

496.

102471M

[Value](#) · [Tutorial](#)

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[programmer228's solution](#)

497.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

498.

104871J

[Jumbled Stacks](#) · [Tutorial](#)

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[programmer228's solution](#)

499.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

500.

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

501.

104871I

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

Rating: — · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

502.

104871G

[Going to the Moon](#) · [Tutorial](#)

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[programmer228's solution](#)

503.

104871C

[Cakes](#) · [Tutorial](#)

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[programmer228's solution](#)

504.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

505.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

506.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · Python 3 (first AC) · Tags: —
[programmer228's solution](#)

507.

105465C

[Christmas Sky](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

508.

105465A

[AND-OR closure](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

509.

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

510.

105465K

[\\$\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

511.

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

512.

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

513.

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

514.

105465B

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

Rating: — · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[programmer228's solution](#)

515.

105459I

[A Brand New Geometric Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

516.

105459E

[Marble Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

517.

105459B

[Concave Hull](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

518.

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

519.

105459A

[Build a Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[programmer228's solution](#)

520.

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[programmer228's solution](#)

521.

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

522.

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

523.

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[programmer228's solution](#)

524.

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

525.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

526.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[programmer228's solution](#)

527.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

528.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

529.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[programmer228's solution](#)

530.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[programmer228's solution](#)

531.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

532.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

533.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[programmer228's solution](#)

534.

101635D

[Candy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

535.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

536.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

537.

101635I

[Burglary](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[programmer228's solution](#)

538.

101635B

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Rating: — · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

539.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

540.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[programmer228's solution](#)

541.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[programmer228's solution](#)

542.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

543.

104854I

[Intelligent Cat Embedding](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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544.

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104782A

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Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

664.

100026K

[TV Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

665.

100026B

[Language AZ](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

666.

100026G

[Second Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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667.

100026J

[Annihilate the Beetles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

668.

100026C

[Mines and Czech Hedgehogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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669.

100026I

[Shoe Issue](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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670.

100026H

[Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

671.

100026E

[Pouring Liquid](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

672.

104010I

[Shifting Roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

673.

104010I

[Circus Performance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

674.

104010J

[Square Running](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

675.

104010B

[Magnetic Games](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

676.

104010G

[The Length of the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

677.

104010F

[Lazy to Win](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

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104010H

[Pines](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

679.

104010C

[Campfire Riddle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

680.

104010D

[The Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

681.

104010K

[Pick a Pair](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

682.

104010A

[Rain Diary](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

683.

104010E

[Just Like Pickle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

684.

104505M

[Chavo's Barrel](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · last AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

685.

104505I

[Help the Aztecs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

686.

104505C

[Quasi-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

687.

104505J

[Indiana Jiang and the Temple of Kukulkan](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
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688.

104505E

[Long Live Mexico](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

689.

104505D

[Supermarket queue](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

690.

104505F

[Goalkeeper of 7 games \(or less\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

691.

104505B

[Maracas](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

692.

104505G

[Choice hero](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

693.

104505K

[Missing Cyan](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

694.

104639K

[Minimum Euclidean Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

695.

104639F

[Alice and Bob](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

696.

104639G

[Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

697.

104639I

[Pa?sWorD](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

698.

104639D

[Transitivity](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

699.

104639J

[Minimum Manhattan Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

700.

104639A

[Qualifiers Ranking Rules](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

701.

104639L

[KaChang!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

702.

104713K

[Screamers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

703.

104713B

[Bank Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

704.

104713J

[Roof Escape](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

705.

104713C

[Pizzo Collectors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

706.

104713E

[Tobacco Growing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

707.

104713I

[Storage Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

708.

104713H

[Pickpockets](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

709.

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

710.

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

711.

103957K

[Convex Polyhedron](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

712.

103957H

[Open Face Chinese Poker](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

713.

103957J

[Dome and Steles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

714.

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

715.

103957L

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

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

716.

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

717.

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

718.

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

719.

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

720.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

721.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

722.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

723.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

724.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

725.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

726.

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

727.

101908J

[Joining Capitals](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

728.

101908K

[Kepler](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

729.

101908A

[Slackline Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

730.

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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731.

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

732.

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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733.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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734.

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

735.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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736.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

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737.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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738.

104013G

[Grammar Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

739.

104013H

[Heroes of Coin Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

740.

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —
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741.

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

742.

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
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743.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

744.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

745.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · PyPy 3-64 (first AC) · Tags: —
[programmer228's solution](#)

746.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
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747.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
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748.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
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749.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
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750.

101991H

[Hawawshi Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

751.

101991J

[Journey to Jupiter](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

752.

101991E

[Exciting Menus](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

753.

101991A

[Awesome Shawarma](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —
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754.

101991K

[Khoshaf](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

755.

101991F

[Flipping El-fetiera](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

756.

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

757.

101991B

[Baklava Tray](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

758.

101991D

[Dull Chocolates](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —
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759.

101991I

[Ice-cream Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

760.

101991L

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

Rating: — · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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761.

104094L

[Wires Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

762.

104094B

[GPS Hack](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

763.

104094K

[The Fortress Defense](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

764.

104094I

[Soviet Kindergarden](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

765.

104094G

[Loop around Lake](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

766.

104094C

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

767.

104094D

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

768.

104094A

[Meeting Near the Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

769.

104094E

[kex](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

770.

104479H

[Highest Median Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

771.

104479E

[Erase the Primes](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

772.

104479I

[Incomplete Information Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

773.

104479L

[Lying Faces](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

774.

104479J

[Joining Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

775.

104479D

[DAG Probability](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

776.

104479G

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

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

777.

104479C

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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778.

104196K

[Stable Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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779.

104196F

[Growing Some Oobleck](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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780.

104196E

[Gambling Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · PyPy 3-64 (first AC) · Tags: —
[programmer228's solution](#)

781.

104196M

[Tomb Hater](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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782.

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[A&B&D;0C, OC ;Cä:C€](#)

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874.

104316B

[AäGOT@CCT4CÖ0Dò 7C 4C GC ?D > Ct0Cô@CäAD² =C 4CT@CT2CP](#)

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[AD&D;C 48 C" C´LDd5](#)

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104316F

[A´8D`8Dd0 C, ?Cä;CÔKC´ >C ECä4 CD@CT2C](#)

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[AÄODa=C,,:](#)

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878.

104316A

[A ;C\(,D;ä,C,,5 Cò5D 5D BC =Cä2C=8...](#)

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104316C

[AÖ5C\\$5D >DòBCÔKCR ?D 8C=;DäGCT=C,,O AD6Cä Cd>](#)

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[AD&D;CäBD ?CT@CT4 C\\$KC´5D\\$>CÄ](#)

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[A to C in AD\\$@D4:D\\$8C\\$=C O C t0CD0D t0](#)

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[A to C in CR 8CÃO Bã@D°](#)

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Rating: — · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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1019.

102788E

[Black Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

1020.

102788B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

1021.

102788D

[38 parrots](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1022.

102788I

[Hole Punch](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1023.

102788J

[Multidimensional Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

1024.

102788A

[Normal Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1025.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

1026.

103102I

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

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

1027.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

1028.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

1029.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1030.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1031.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1032.

103388F

[Freedom from Prison](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

1033.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

1034.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

1035.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1036.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1037.

103388C

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

Rating: — · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1038.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1039.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1040.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1041.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1042.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1043.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1044.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1045.

103446D

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

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1046.

103446E

[Strange Integers](#) · Tutorial

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1047.

1663D

[Is it rated - 3](#) · Tutorial

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-04 · PyPy 3-64 (first AC) · Tags: *special, combinatorics, dp, math
[programmer228's solution](#)

1048.

101590C

[A@C@AD 2C@C@](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

1049.

101590D

[Defense of the ACM](#) · Tutorial

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1050.

101590I

[OpenAI XO](#) · Tutorial

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1051.

101590J

[A@A@al](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

1052.

101590B

[A@C@D5C”=](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

1053.

101590G

[B@D@C](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

1054.

101590E

[B\\$OC,,FC](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1055.

101590A

[A@C@C=C@](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

1056.

101590K

[A@D@D\\$8C@>](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1057.

100283B

[Egyptian Roads Construction](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1058.

100283D

[Bakkar And The Algorithm Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

1059.

100283I

[Bakkar In Zanzibar](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

1060.

100283F

[Bakkar In The Army](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1061.

100283L

[Mahdi And The Teddy Bear](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1062.

100283E

[Ghanophobia](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[programmer228's solution](#)

1063.

100283G

[Jenga In The Military Unit](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1064.

100283K

[Cubes Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1065.

100623F

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1066.

100623A

[Access Control Lists](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1067.

100623J

[Just Too Lucky](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1068.

100623I

[Important Wires](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1069.

100623E

[Enchanted Mirror](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1070.

100623D

[Deposits](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1071.

100623K

[Key to Success](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1072.

100623C

[Class](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1073.

100623B

[Billboard](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1074.

100623H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1075.

101982M

[Mobilization](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1076.

101982F

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1077.

101982K

[Knockout](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1078.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · Python 3 (first AC) · Tags: —
[programmer228's solution](#)

1079.

101982E

[Cops And Roobers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1080.

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1081.

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1082.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1083.

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1084.

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1085.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1086.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1087.

102470G

[Slalom](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1088.

102470D

[Darts](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1089.

102470J

[Stammering Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1090.

102470A

[Trick or Treat](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1091.

102470B

[Working at the Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1092.

102470F

[Haunted Graveyard](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1093.

102470I

[Happy Telephones](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1094.

101572H

[Hubtown](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1095.

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1096.

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1097.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1098.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1099.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1100.

101572D

[Distinctive Character](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1101.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)**1102.**

101572B

[Best Relay Team](#) · [Tutorial](#)Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)**1103.**

101572J

[Judging Moose](#) · [Tutorial](#)Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)**1104.**

102920H

[Needle](#) · [Tutorial](#)Rating: — · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)**1105.**

102920G

[Mobile Robot](#) · [Tutorial](#)Rating: — · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)**1106.**

102920J

[Switches](#) · [Tutorial](#)Rating: — · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)**1107.**

102920A

[Autonomous Vehicle](#) · [Tutorial](#)Rating: — · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)**1108.**

102920E

[Imprecise Computer](#) · [Tutorial](#)Rating: — · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)**1109.**

102920C

[Dessert Café](#) · [Tutorial](#)Rating: — · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)**1110.**

102920B

[Commemorative Dice](#) · [Tutorial](#)Rating: — · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)**1111.**

1531D

[B 5CD0C#B0ja@D45CÂ C,,=C45D Å 6öÆ÷](#)Quality: 370 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: *special
[programmer228's solution](#)

1112.

1531C

[B 80Äi&CTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dp
[programmer228's solution](#)

1113.

1531B2

[AÄ=CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special
[programmer228's solution](#)

1114.

1531B1

[AÄ=CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special
[programmer228's solution](#)

1115.

1531A

[At8CÔ3OT@iicolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[programmer228's solution](#)

1116.

100384R

[The incircle](#) · Tutorial

Rating: — · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1117.

100384V

[Stringangulation](#) · Tutorial

Rating: — · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1118.

100384L

[Reverse beans gathering](#) · Tutorial

Rating: — · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1119.

100384F

[Beautiful Patterns](#) · Tutorial

Rating: — · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1120.

100384N

[Equation](#) · Tutorial

Rating: — · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1121.

100384T

[The dividing line](#) · Tutorial

Rating: — · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1122.

100384H

[String without repetitions](#) · Tutorial

Rating: — · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1123.

100384P

[Competition](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1124.

100384J

[Beans gathering](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1125.

100384D

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

Rating: — · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1126.

100384B

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

Rating: — · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1127.

100372B

[Sergey and a pattern \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1128.

100372C

[Sergey and array \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1129.

100372D

[Sergey and water](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1130.

100372I

[Sergey and exam](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1131.

100372H

[Sergey and sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1132.

100372F

[Sergey's columns](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1133.

100372A

[Sergey and reduction \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · last AC: 2020-09-16 · GNU C++ (first AC) · Tags: —
[programmer228's solution](#)

1134.

100243I

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

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1135.

100243A

[Circular Roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1136.

100243G

[Magicand Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · PyPy 3 (first AC) · Tags: —
[programmer228's solution](#)

1137.

102672I

[Tennis score](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1138.

102672E

[Crazy domino](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1139.

102672H

[Road building](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1140.

102672M

[Magical XML](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1141.

102672K

[Escape from the Abundoned House](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1142.

102672C

[Spell](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1143.

102672A

[Wooden Castle](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1144.

100642C

[Hexagon Perplexagon](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1145.

100642F

[Road Series](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1146.

100642E

[Parencedence!](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1147.

100642G

[Show Me the Money](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1148.

100642D

[I've Got Your Back\(gammon\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1149.

100642B

[Flash Mob](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1150.

100642A

[Babs' Box Boutique](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1151.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1152.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1153.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1154.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1155.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1156.

101669F

[Binary Transformations](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1157.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1158.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1159.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1160.

102638A

[Listen To Your Heart](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · PHP (first AC) · Tags: —
[programmer228's solution](#)

1161.

100783H

[Money Transfers](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1162.

100783I

[The Safe Secret](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1163.

100783E

[Ricochet Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1164.

100783F

[City Park](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1165.

100783D

[Book Club](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1166.

100783C

[Golf Bot](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1167.

100783J

[The Big Painting](#) · Tutorial

Rating: — · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1168.

100783B

[Flowery Trails](#) · Tutorial

Rating: — · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1169.

100783A

[GREAT+SWERC=PORTO](#) · Tutorial

Rating: — · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1170.

100585G

[B4Jt5G6;CT=C,,5 CäED 0CÔ=D'E D >Cä@D46CT=C,,9](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1171.

100585C

[B,,TcraC'0CD=C O C,,3D 0](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1172.

100585A

[A@Dä<CäCC4>C'LCÔ8C#8 A#0C'5C\\$8Dt0](#)

Rating: — · first AC: 2020-06-21 · last AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1173.

100585J

[A#5CÔ>D\\$5C BD K C" CT@C'OCÔ4C,,8](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1174.

100876B

[Kingdom Division](#) · Tutorial

Rating: — · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1175.

100876F

[Equivalent Images](#) · Tutorial

Rating: — · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1176.

100876C

[Farmer's happiness](#) · Tutorial

Rating: — · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1177.

100876G

[Labyrinth](#) · Tutorial

Rating: — · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1178.

100876E

[Hello Space!](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1179.

100876D

[Generalized Fibonacci Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1180.

100376G

[Petya and the game](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1181.

100376J

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

Rating: — · first AC: 2020-06-19 · last AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1182.

100376K

[Yet Another Binary Tree Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1183.

100376E

[LinearMapReduce](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1184.

100106H

[A TCÄä CäGC#0](#)

Rating: — · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1185.

100106G

[AD60T=C40](#)

Rating: — · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1186.

100019C

[AÄ=Cä3CäCC4>C'LCÔ8C](#)

Rating: — · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1187.

102282B

[ATIE=C&CD=C](#)

Rating: — · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1188.

102282I

[Aö@Cä8Ct2CT4CT=C,,O](#)

Rating: — · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1189.

102282D

[B->0<D' 2 C'0C 8D 8C0BCP](#)

Rating: — · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1190.

102282J

[A<D'0T4C00Dò 7C 4C GC](#)

Rating: — · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1191.

102282C

[A0504BCTHC,,BCT;DÄ=C O Ct0CD0Dt0](#)

Rating: — · first AC: 2020-04-24 · GNU C++11 (first AC) · Tags: —
[programmer228's solution](#)

1192.

102282H

[A 5C<8CÄ5C08](#)

Rating: — · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1193.

102282G

[A 0D0ä](#)

Rating: — · first AC: 2020-04-24 · last AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1194.

102282F

[AÄ0D<BCT@ D43C 4D'2C =C,,O Dd8DD@](#)

Rating: — · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1195.

102282A

[A5D'2C O Ct0CD0Dt0](#)

Rating: — · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1196.

102282E

[AÄ0D<Ccd1CP](#)

Rating: — · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1197.

100376F

[Circles and trees · Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1198.

100376H

[Petya and arrays · Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1199.

100376D

[Deputies on the tree \(Junior\) · Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1200.

100376B

[Laser \(Junior\) · Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1201.

100376C

[Christmas gifts \(Junior\) · Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[programmer228's solution](#)

1202.

100376I

[Petya and arrays 2 · Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1203.

100376A

[Lucky pairs \(Junior\) · Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1204.

100106B

[A 5D Dä =CDACα8C' DD4BC >C'LCÔKC' ACäNCp](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1205.

100106E

[BDOD\\$1Cä;DÄ=D'5 Cö>C'Ö](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1206.

100106A

[B\\$5015D JCT<Cα0](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1207.

100106F

[AÄK - CÄOD! AÄK - C40Cr](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1208.

100106C

[A 2D\\$>EÄ>C 8C'8 C" C 9D\\$;C =CD8C€](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1209.

100106I

[B BC4C,,>CÐ](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1210.

100106D

[B15CÄ?C,,>CÖ0D](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1211.

100019E

[BTUÄÄl](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1212.

100019I

[A·ÔAD\\$0CÔFC,,O](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1213.

100019D

[AÔ5 C"00D5" 6C,,7CÔ8 C\\$0CÄ ?Cä:C P](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1214.

100019G

[B ?C,7CÔ8 – CD5D\\$OCÄö](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1215.

100019H

[A@D43C€](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1216.

100019F

[A·ÔACä;C 4](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1217.

100019B

[Aö×018CÔ>CÄ](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1218.

100019A

[A·5D·0TDD\\$L C, AD´=Cä2DÄO](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1219.

100536K

[Kingdom of Magic · Tutorial](#)

Rating: — · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1220.

100536H

[Heapsort · Tutorial](#)

Rating: — · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1221.

100536I

[Irrelevant Elements · Tutorial](#)

Rating: — · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1222.

100536A

[Ancient Cipher](#) · Tutorial

Rating: — · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1223.

100536E

[Easy Trading](#) · Tutorial

Rating: — · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1224.

100536B

[Box](#) · Tutorial

Rating: — · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1225.

1275E1

[A<C0BD >C'LC00Dò AD4<CÄ0](#)

Quality: 265 global accepts · Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: *special
[programmer228's solution](#)

1226.

1275D

[Storage2](#) · Tutorial

Quality: 422 global accepts · Rating: — · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: *special
[programmer228's solution](#)

1227.

1275C

[#define At0CDD0t0B ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special
[programmer228's solution](#)

1228.

1275B

[Code Review](#) · Tutorial

Quality: 844 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special
[programmer228's solution](#)

1229.

1275A

[B 7DK0\\$K' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special
[programmer228's solution](#)

1230.

101398D

[Digital Clock](#) · Tutorial

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1231.

101398I

[Idol](#) · Tutorial

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1232.

101398E

[Edge Case](#) · Tutorial

Rating: — · first AC: 2019-11-21 · Python 3 (first AC) · Tags: —
[programmer228's solution](#)

1233.

101398J

[Joint Venture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1234.

102394I

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

Rating: — · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1235.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1236.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1237.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1238.

102423J

[One of Each](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1239.

102423A

[Carryless Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1240.

102423H

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

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1241.

100767A

[A 5CÄ5CÄ 4C,,:Cä9 Cö@C,,@Cä4CP](#)

Rating: — · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1242.

100766B

[A00Ä0D\\$=C,,:](#)

Rating: — · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1243.

100766A

[A 2D\\$>CÄ0D\\$8D!5D :C,,5 CD@D47DÄO](#)

Rating: — · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: —
[programmer228's solution](#)

1244.

101297I

[B T C C a D 7 C \\$ 5 C t 4 C](#)

Rating: — · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1245.

101297D

[A O > C \\$ 0 D o 8 C 4 @ C](#)

Rating: — · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1246.

101297F

[A D 5 C f a C \\$ K C R 2 D B D 5 D t 8](#)

Rating: — · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1247.

101297A

[A a B C \\$ \\$ D](#)

Rating: — · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1248.

101297E

[A A 0 D r A C , , 0 C O A C = 8 C ' 4 D C C 0](#)

Rating: — · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1249.

101297G

[B > C a t t " 5 C O 8 C P](#)

Rating: — · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1250.

101297B

[B , T 8 D D @ C a 2 C = 0](#)

Rating: — · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1251.

102022B

[A 8 D \\$ > C \\$ K C ' 0 C \\$ B C a < C B](#)

Rating: — · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1252.

102022D

[B 4 = C , G D \\$ > C d 5 C O 8 C R 4 D > C O > C](#)

Rating: — · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1253.

102024H

[A = 0 C d 4 0 a 9 D \\$ 2 C @ C , O ? C a ? C @ C P](#)

Rating: — · first AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1254.

102024F

[A \\$ > C i H C T 1 C O 0 D o H C E D \\$ 0](#)

Rating: — · first AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1255.

102024A

[AOLdäB C" ?CTICT@CP](#)

Rating: — · first AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1256.

102024D

[AÖNDTäC, 2 CÄ8CÖ8D BCT@D BC\\$5](#)

Rating: — · first AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1257.

102024C

[AD>CriaD`E D =Cä2](#)

Rating: — · first AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1258.

102024J

[AÖNDT;C€](#)

Rating: — · first AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1259.

102024G

[B47D00Ed=CT=C,,O C" CCÄ=Cä6CT=C,,8](#)

Rating: — · first AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1260.

1020862

[AöCriaD`5 Cä2C 4D 0D\\$K](#)

Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1261.

1020861

[AD2CriaCt<CT@CT=C,,O](#)

Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1262.

102032B

[Squarow · Tutorial](#)

Rating: — · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1263.

101921M

[Algebraic Excercise · Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1264.

101921D

[Deleting the Integers · Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1265.

101921A

[Aä10Tä](#)

Rating: — · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1266.

101820C

[A@CäADt5D" ACä1D`BC,,9](#)

Rating: — · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1267.

101820B

[A#DDBCäGCÔ0Dò 8C4@C](#)

Rating: — · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1268.

101818F

[B5DBCä@C =](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1269.

101192G

[ReHanoi Towers](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1270.

101192H

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1271.

101192F

[Stone, grass and fire](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1272.

101192I

[Abacaba Ltd.](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1273.

101192D

[Bulls and cows](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1274.

101192E

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: —
[programmer228's solution](#)

1275.

101528C

[A,,3D!00!BCR 2 DDCD\\$1Cä;!](#)

Rating: — · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1276.

101528E

[A > 0!sD\\$ > -2](#)

Rating: — · first AC: 2018-05-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1277.

101528J

[AD@Ca3D4;C=0](#)

Rating: — · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1278.

101528F

[ASKDt8D ;C,,BCT;DÄ=C O C,,ED\\$8Cä;Cä3C,,O](#)

Rating: — · first AC: 2018-05-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1279.

101528H

[A4=00!C€](#)

Rating: — · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1280.

101528A

[B,,0DTra BCÔKCR 1C BC ;C,,8](#)

Rating: — · first AC: 2018-05-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1281.

101528I

[A5Dri5CÄ5D,,8C\\$0CÔ8CP](#)

Rating: — · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1282.

101528B

[B 00ÄaC FC,,DD](#)

Rating: — · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1283.

101528D

[AD@Ca1DÄ](#)

Rating: — · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1284.

101784G

[AD>CÄ0D,,=CT5 Ct0CD0CÔ8CP](#)

Rating: — · first AC: 2018-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1285.

101784E

[BD8Crâ@C](#)

Rating: — · first AC: 2018-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1286.

101784F

[AÔ8CÄiä!](#)

Rating: — · first AC: 2018-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1287.

101784D

[B 00ÄaCÄ0D BCT@C](#)

Rating: — · first AC: 2018-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1288.

101784B

[Binary Digits](#)

Rating: — · first AC: 2018-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[programmer228's solution](#)

1289.

100924F

[Arithmetic Progression](#)

Rating: — · first AC: 2018-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[programmer228's solution](#)

1290.

undefined347

[Join the Strings](#) · Tutorial

Rating: — · first AC: 2018-04-28 · C++17 (GCC 7-32) (first AC) · Tags: *special

[programmer228's solution](#)

1291.

undefined113

[Nearly prime numbers](#) · Tutorial

Rating: — · first AC: 2018-04-28 · C++17 (GCC 7-32) (first AC) · Tags: *special

[programmer228's solution](#)

1292.

undefined184

[Patties](#) · Tutorial

Rating: — · first AC: 2018-04-28 · C++17 (GCC 7-32) (first AC) · Tags: *special

[programmer228's solution](#)

1293.

undefined231

[Prime Sum](#) · Tutorial

Rating: — · first AC: 2018-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[programmer228's solution](#)

1294.

undefined358

[Median of Medians](#) · Tutorial

Rating: — · first AC: 2018-04-28 · C++17 (GCC 7-32) (first AC) · Tags: *special

[programmer228's solution](#)

1295.

undefined105

[Div 3](#) · Tutorial

Rating: — · first AC: 2018-04-28 · C++17 (GCC 7-32) (first AC) · Tags: *special

[programmer228's solution](#)

1296.

undefined102

[Coprimes](#) · Tutorial

Rating: — · first AC: 2018-04-28 · C++17 (GCC 7-32) (first AC) · Tags: *special

[programmer228's solution](#)

1297.

undefined275

[To xor or not to xor](#) · Tutorial

Rating: — · first AC: 2018-04-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

[programmer228's solution](#)

1298.

undefined299

[Triangle](#) · Tutorial

Rating: — · first AC: 2018-04-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

[programmer228's solution](#)

1299.

undefined133

[Border](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1300.

undefined111

[Very simple problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · FPC (first AC) · Tags: *special
[programmer228's solution](#)

1301.

undefined486

[Bulls and Cows](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++17 (GCC 7-32) (first AC) · Tags: *special
[programmer228's solution](#)

1302.

undefined180

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++17 (GCC 7-32) (first AC) · Tags: *special
[programmer228's solution](#)

1303.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · Python 3 (first AC) · Tags: *special
[programmer228's solution](#)

1304.

undefined551

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

Rating: — · first AC: 2018-04-24 · C++17 (GCC 7-32) (first AC) · Tags: *special
[programmer228's solution](#)

1305.

undefined460

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++17 (GCC 7-32) (first AC) · Tags: *special
[programmer228's solution](#)

1306.

undefined499

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

Rating: — · first AC: 2018-04-24 · C++17 (GCC 7-32) (first AC) · Tags: *special
[programmer228's solution](#)

1307.

undefined404

[Fotrune-telling with camomile](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[programmer228's solution](#)

1308.

undefined403

[Scientific Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++17 (GCC 7-32) (first AC) · Tags: *special
[programmer228's solution](#)

1309.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++17 (GCC 7-32) (first AC) · Tags: *special
[programmer228's solution](#)

1310.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++17 (GCC 7-32) (first AC) · Tags: *special
[programmer228's solution](#)

1311.

undefined107

[987654321 problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · last AC: 2018-04-24 · C++17 (GCC 7-32) (first AC) · Tags: *special
[programmer228's solution](#)

1312.

1017147

[A@C!ACäBC DCT9CT@C\\$5D :C](#)

Rating: — · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1313.

101725B

[B BOric =Dt8Cæ8](#)

Rating: — · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1314.

101725A

[B 5Dd5CöB CÄ0D <CT;C 4C](#)

Rating: — · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1315.

1017145

[B4COric=C,,5 Dt8D 5C°](#)

Rating: — · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1316.

1017132

[AæZCæD 0D\\$K C, :D41D°](#)

Rating: — · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1317.

1017131

[B4DdæD,,5CÔ8CR CD ?CT2C 5CÄ>D BC€](#)

Rating: — · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1318.

100044H

[BtOCrial](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1319.

100044K

[AæDæC 5C\\$ACæ0Dò 4C,,=C AD\\$8Dò](#)

Rating: — · first AC: 2017-12-07 · last AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1320.

100044G

[A@CöæD](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1321.

100044F

[AÄÖÖ40Ct8CD](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1322.

100044A

[AÖÖC,1Cä;DÄHC,,9 Cä1D”8C’ 4CT;C,,BCT;DÄ](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1323.

100044D

[A4>D1BC,,=C,,FC](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1324.

100296H

[A1UD”8D”5CÔ=Cä5 D >CT4C,,=CT=C,,5](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1325.

100296E

[B\\$5C15DD>CÔ=D´5 CÔ>CÄ5D 0](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1326.

100296I

[A5D15D\\$OC48C\\$0CÔ8CR :C =C BC](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1327.

100296G

[Aö@C17D°](#)

Rating: — · first AC: 2017-12-05 · last AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1328.

100296D

[A5>C1@ C AC=0 Ct0C >D 0](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1329.

100296B

[A4>D1x0CB 'CP](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1330.

100082G

[area](#) · Tutorial

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1331.

100082F

[qsort](#) · Tutorial

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1332.

100082E

[strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1333.

100082D

[cows](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1334.

100082C

[bfs](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1335.

100082B

[connect2](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1336.

100082A

[lis](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1337.

101587D

[AÄD\\$@C,,FC C,,:C](#)

Rating: — · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1338.

101587C

[AÄD\\$@C, 8 Cö0D >C`L](#)

Rating: — · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1339.

101587A

[AÄD\\$@C€](#)

Rating: — · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1340.

101551A

[AÄD\\$@C=4=D\\$K](#)

Rating: — · first AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1341.

101551E

[B-00t1G,5CÖ8CR =C ?C @D°](#)

Rating: — · first AC: 2017-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1342.

101551G

[AÄD\\$@C,,=C4ACÄ0CÖ>C](#)

Rating: — · first AC: 2017-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1343.

101404A

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1344.

101445D

[B400aC#8](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1345.

101445C

[A..3D0fBt8D ;C @](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1346.

101445G

[AS&CD=9 CÄ8D](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1347.

101445E

[AÄDD0C, CCÄKC\\$0C`LCÔ:C€](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1348.

101445B

[AÄKD,rj0, > C0@CT:D 0D =Cä<](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1349.

101445F

[A0UD0Cä2C#0 CD;D0 2CT;CäAC,,?CT4Cä2](#)

Rating: — · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1350.

101187E

[B 0DHC,,DD >C\\$:C AÔ](#)

Rating: — · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[programmer228's solution](#)

1351.

101187G

[A @DT8C\\$K CD6CT4C 5C](#)

Rating: — · first AC: 2017-07-21 · Python 3 (first AC) · Tags: —
[programmer228's solution](#)

1352.

101187F

[A@C@C@>C @C 7Cä2C =C,,5 D\\$0C ;C,,FD°](#)

Rating: — · first AC: 2017-07-20 · GNU C++11 (first AC) · Tags: —
[programmer228's solution](#)

1353.

101187D

[IQ D\\$5D0BaC;D0 @Cä1CäBCä2](#)

Rating: — · first AC: 2017-07-19 · GNU C++11 (first AC) · Tags: —
[programmer228's solution](#)

1354.

101187C

[A4Dd'D'5 C'KCd8](#)

Rating: — · first AC: 2017-07-19 · GNU C++11 (first AC) · Tags: —
[programmer228's solution](#)

1355.

101187B

[A2D\\$C CD](#)

Rating: — · first AC: 2017-07-17 · GNU C++11 (first AC) · Tags: —
[programmer228's solution](#)

1356.

101187I

[AãDíGCÔKC' <C ;DÄGC,,:](#)

Rating: — · first AC: 2017-07-17 · GNU C++11 (first AC) · Tags: —
[programmer228's solution](#)

1357.

101187K

[«A,,AC;DäG ND"5CR 8C'8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2017-07-17 · GNU C++11 (first AC) · Tags: —
[programmer228's solution](#)

1358.

101319C

[Problem Strudel. Efficient Evaluation · Tutorial](#)

Rating: — · first AC: 2017-07-15 · GNU C++11 (first AC) · Tags: —
[programmer228's solution](#)

1359.

101320C

[Problem Napoleon. Metropolis Development · Tutorial](#)

Rating: — · first AC: 2017-07-15 · GNU C++11 (first AC) · Tags: —
[programmer228's solution](#)

1360.

101269K

[AD50i1D\\$0](#)

Rating: — · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: —
[programmer228's solution](#)

1361.

101269B

[A JÖrGj, @D4ND"8C' ?C :CTB](#)

Rating: — · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: —
[programmer228's solution](#)

1362.

101269L

[A 8D,=C,,5 C\\$>Cö@CäAD°](#)

Rating: — · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: —
[programmer228's solution](#)

1363.

101269E

[AöSDi5Cö>CD3CäBCä2C=0](#)

Rating: — · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: —
[programmer228's solution](#)

1364.

101269J

[A, 5DíGäCÔ5D :Cä;DÄ:Cä >D BC =Cä2Cä:](#)

Rating: — · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: —
[programmer228's solution](#)

1365.

101269D

[Añ100!>C\\$;CT=C,,O](#)

Rating: — · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: —
[programmer228's solution](#)

1366.

101269F

[B4G0T1CÔKC' ?C`0CĐ](#)

Rating: — · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: —
[programmer228's solution](#)

1367.

101269H

[A 80t#C TA-C,,AD\\$>D 8Dö](#)

Rating: — · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: —
[programmer228's solution](#)

1368.

101269M

[Aç@Cä!Cä;Cd5CÔ8CR AC`5CDCCTB](#)

Rating: — · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: —
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1369.

101320A

[Problem Eclair. Open Olympiad in Design · Tutorial](#)

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1370.

101320D

[Problem Panna Cotta. Shall We Play a Game? · Tutorial](#)

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1371.

101320B

[Problem Muffin. Robot on the Field · Tutorial](#)

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1372.

101319D

[Problem Tiramisu. Vanya and Jackets · Tutorial](#)

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[programmer228's solution](#)

1373.

101319B

[Problem Halva. Gleb and Two Numbers · Tutorial](#)

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[programmer228's solution](#)

1374.

101319A

[Problem Cheesecake. Cuckoos · Tutorial](#)

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1375.

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Rating: — · first AC: 2017-07-04 · GNU C++11 (first AC) · Tags: —
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1376.

101306B

[Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-04 · GNU C++11 (first AC) · Tags: —
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1377.

101306A

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

Rating: — · first AC: 2017-07-04 · GNU C++11 (first AC) · Tags: —
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1378.

101327E

[B\\$NDL@CÄ0 CD;Dò CT4CD0](#)

Rating: — · first AC: 2017-06-08 · GNU C++11 (first AC) · Tags: —
[programmer228's solution](#)

1379.

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Rating: — · first AC: 2017-06-06 · GNU C++11 (first AC) · Tags: —
[programmer228's solution](#)

1380.

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Rating: — · first AC: 2017-06-04 · GNU C++11 (first AC) · Tags: —
[programmer228's solution](#)

1381.

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Rating: — · first AC: 2017-06-03 · GNU C++ (first AC) · Tags: —
[programmer228's solution](#)

1382.

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Rating: — · first AC: 2017-06-03 · GNU C++ (first AC) · Tags: —
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1383.

101311B

[Rangers in the Bus](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-24 · GNU C++ (first AC) · Tags: —
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1384.

101311A

[Spaceship](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-24 · GNU C++ (first AC) · Tags: —
[programmer228's solution](#)

1385.

1012925

[A.2D\\$#eÄ0D\\$8Ct8D >C\\$0CÔ=Cä5 D4?D 0C\\$;CT=C,,5 CD>D BC 2C#>C•](#)

Rating: — · first AC: 2017-03-09 · GNU C++ (first AC) · Tags: —
[programmer228's solution](#)

1386.

101132H

[AäGCT@CT4DÂ : C BD\\$@C :Dd8Cä=DO](#)

Rating: — · first AC: 2017-02-22 · GNU C++ (first AC) · Tags: —
[programmer228's solution](#)

1387.

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Rating: — · first AC: 2017-02-22 · FPC (first AC) · Tags: —
[programmer228's solution](#)

1388.

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Rating: — · first AC: 2017-02-22 · GNU C++ (first AC) · Tags: —
[programmer228's solution](#)

1389.

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[programmer228's solution](#)

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[programmer228's solution](#)

1391.

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1392.

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1394.

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1395.

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1398.

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1404.

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1405.

101149E

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1406.

101149I

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1407.

101149A

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1408.

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1409.

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1415.

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1416.

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1417.

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1421.

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101061D

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[At@Ca7D°](#)

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