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Unique solved — quality

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- 2.**
1929A
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51.

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79.

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94.

710A

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95.

707A

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467A

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703A

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148A

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702A

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486A

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490A

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103.

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106.

681A

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111.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,579 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation
[quality's solution](#)

112.

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2016-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[quality's solution](#)

113.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,853 global accepts · Rating: 800 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: implementation
[quality's solution](#)

114.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: implementation
[quality's solution](#)

115.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,252 global accepts · Rating: 800 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation
[quality's solution](#)

116.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,670 global accepts · Rating: 800 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: math, probabilities
[quality's solution](#)

117.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,816 global accepts · Rating: 800 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: brute force, math
[quality's solution](#)

118.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,426 global accepts · Rating: 800 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: implementation
[quality's solution](#)

119.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 800 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: implementation
[quality's solution](#)

120.

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: math
[quality's solution](#)

121.

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation
[quality's solution](#)

122.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation
[quality's solution](#)

123.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,508 global accepts · Rating: 800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: number theory
[quality's solution](#)

124.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: math
[quality's solution](#)

125.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation
[quality's solution](#)

126.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,125 global accepts · Rating: 800 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: math
[quality's solution](#)

127.

620A

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

Quality: 14,347 global accepts · Rating: 800 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation, math
[quality's solution](#)

128.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: implementation
[quality's solution](#)

129.

599A

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

Quality: 31,438 global accepts · Rating: 800 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: implementation
[quality's solution](#)

130.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,957 global accepts · Rating: 800 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math
[quality's solution](#)

131.

546A

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

Quality: 235,199 global accepts · Rating: 800 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[quality's solution](#)

132.

551A

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

Quality: 17,859 global accepts · Rating: 800 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[quality's solution](#)

133.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: implementation
[quality's solution](#)

134.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,439 global accepts · Rating: 800 · first AC: 2015-03-24 · GNU C++ (first AC) · Tags: implementation, strings
[quality's solution](#)

135.

59A

[Word](#) · [Tutorial](#)

Quality: 227,916 global accepts · Rating: 800 · first AC: 2015-03-24 · GNU C++ (first AC) · Tags: implementation, strings
[quality's solution](#)

136.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,911 global accepts · Rating: 800 · first AC: 2015-03-11 · GNU C++ (first AC) · Tags: implementation
[quality's solution](#)

137.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,528 global accepts · Rating: 800 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: implementation, strings
[quality's solution](#)

138.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-08 · GNU C++ (first AC) · Tags: constructive algorithms, math
[quality's solution](#)

139.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,126 global accepts · Rating: 800 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: brute force, implementation
[quality's solution](#)

140.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,560 global accepts · Rating: 800 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: implementation
[quality's solution](#)

141.

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,772 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: math, number theory
[quality's solution](#)

142.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[quality's solution](#)

143.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices
[quality's solution](#)

144.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[quality's solution](#)

145.

1675B

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

Quality: 43,283 global accepts · Rating: 900 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[quality's solution](#)

146.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 900 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[quality's solution](#)

147.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,483 global accepts · Rating: 900 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: strings
[quality's solution](#)

148.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[quality's solution](#)

149.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,645 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math
[quality's solution](#)

150.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,814 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[quality's solution](#)

151.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,245 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math
[quality's solution](#)

152.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,390 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[quality's solution](#)

153.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[quality's solution](#)

154.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[quality's solution](#)

155.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,386 global accepts · Rating: 900 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[quality's solution](#)

156.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[quality's solution](#)

157.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[quality's solution](#)

158.

999B

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

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[quality's solution](#)

159.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[quality's solution](#)

160.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[quality's solution](#)

161.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,780 global accepts · Rating: 900 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[quality's solution](#)

162.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[quality's solution](#)

163.

935B

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

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[quality's solution](#)

164.

903A

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

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

[quality's solution](#)

165.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: implementation

[quality's solution](#)

166.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: implementation

[quality's solution](#)

167.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[quality's solution](#)

168.

814A

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

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

[quality's solution](#)

169.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2017-06-02 · GNU C++11 (first AC) · Tags: implementation, math

[quality's solution](#)

170.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: implementation

[quality's solution](#)

171.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 900 · first AC: 2017-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[quality's solution](#)

172.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[quality's solution](#)

173.

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-21 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[quality's solution](#)

174.

764B

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

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[quality's solution](#)

175.

738A

[Interview with Oleg](#) · [Tutorial](#)

Rating: 900 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: implementation, strings

[quality's solution](#)

176.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: implementation

[quality's solution](#)

177.

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: implementation, strings

[quality's solution](#)

178.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,887 global accepts · Rating: 900 · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: implementation, strings

[quality's solution](#)

179.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: implementation, strings

[quality's solution](#)

180.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,962 global accepts · Rating: 900 · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: implementation

[quality's solution](#)

181.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[quality's solution](#)

182.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,988 global accepts · Rating: 900 · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[quality's solution](#)

183.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: implementation, math

[quality's solution](#)

184.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 900 · first AC: 2016-06-10 · GNU C++11 (first AC) · Tags: implementation, math

[quality's solution](#)

185.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2016-06-10 · GNU C++11 (first AC) · Tags: greedy

[quality's solution](#)

186.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[quality's solution](#)

187.

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 900 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[quality's solution](#)

188.

10A

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

Quality: 8,346 global accepts · Rating: 900 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: implementation

[quality's solution](#)

189.

11A

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

Quality: 15,495 global accepts · Rating: 900 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[quality's solution](#)

190.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 900 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: brute force, geometry

[quality's solution](#)

191.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[quality's solution](#)

192.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation

[quality's solution](#)

193.

621A

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

Quality: 22,676 global accepts · Rating: 900 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: implementation

[quality's solution](#)

194.

616A

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

Quality: 10,830 global accepts · Rating: 900 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: implementation, strings

[quality's solution](#)

195.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[quality's solution](#)

196.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,217 global accepts · Rating: 900 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: math

[quality's solution](#)

197.

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: implementation

[quality's solution](#)

198.

580A

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

Quality: 104,684 global accepts · Rating: 900 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[quality's solution](#)

199.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: sortings

[quality's solution](#)

200.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,975 global accepts · Rating: 900 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[quality's solution](#)

201.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2015-07-07 · GNU C++11 (first AC) · Tags: implementation

[quality's solution](#)

202.

556A

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

Quality: 46,389 global accepts · Rating: 900 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: greedy

[quality's solution](#)

203.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-06-16 · last AC: 2015-06-16 · GNU C++11 (first AC) · Tags: implementation

[quality's solution](#)

204.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[quality's solution](#)

205.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,478 global accepts · Rating: 900 · first AC: 2015-03-24 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[quality's solution](#)

206.

519A

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

Quality: 20,130 global accepts · Rating: 900 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: implementation

[quality's solution](#)

207.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2015-01-21 · last AC: 2015-01-21 · GNU C++ (first AC) · Tags: implementation, math
[quality's solution](#)

208.

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2014-12-18 · GNU C++ (first AC) · Tags: brute force, implementation, math
[quality's solution](#)

209.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,684 global accepts · Rating: 900 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: implementation
[quality's solution](#)

210.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[quality's solution](#)

211.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,312 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[quality's solution](#)

212.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[quality's solution](#)

213.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings
[quality's solution](#)

214.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[quality's solution](#)

215.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[quality's solution](#)

216.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[quality's solution](#)

217.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · last AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[quailty's solution](#)

218.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[quailty's solution](#)

219.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[quailty's solution](#)

220.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[quailty's solution](#)

221.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[quailty's solution](#)

222.

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[quailty's solution](#)

223.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[quailty's solution](#)

224.

979A

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

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[quailty's solution](#)

225.

920A

[Water The Garden](#) · [Tutorial](#)

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

[quailty's solution](#)

226.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[quailty's solution](#)

227.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[quailty's solution](#)

228.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: implementation, math
[quality's solution](#)

229.

862A

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

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: greedy, implementation
[quality's solution](#)

230.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,028 global accepts · Rating: 1000 · first AC: 2017-07-15 · GNU C++11 (first AC) · Tags: implementation
[quality's solution](#)

231.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-04 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[quality's solution](#)

232.

798A

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

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2017-06-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings
[quality's solution](#)

233.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,401 global accepts · Rating: 1000 · first AC: 2017-05-29 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[quality's solution](#)

234.

779A

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

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-02-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[quality's solution](#)

235.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[quality's solution](#)

236.

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: implementation
[quality's solution](#)

237.

766A

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

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[quality's solution](#)

238.

766B

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

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings
[quality's solution](#)

239.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[quailty's solution](#)

240.

753A

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

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2016-12-29 · GNU C++11 (first AC) · Tags: dp, greedy, math

[quailty's solution](#)

241.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,982 global accepts · Rating: 1000 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: implementation, math, number theory

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242.

733A

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[quailty's solution](#)

243.

727A

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Quality: 18,024 global accepts · Rating: 1000 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math

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244.

732B

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Quality: 25,769 global accepts · Rating: 1000 · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: dp, greedy

[quailty's solution](#)

245.

724A

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Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: implementation

[quailty's solution](#)

246.

385A

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

Quality: 17,324 global accepts · Rating: 1000 · first AC: 2016-08-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[quailty's solution](#)

247.

699A

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Quality: 18,843 global accepts · Rating: 1000 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: implementation

[quailty's solution](#)

248.

691A

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

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation

[quailty's solution](#)

249.

450A

[Jzzhu and Children](#) · [Tutorial](#)

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[quailty's solution](#)

250.

688B

[Lovely Palindromes](#) · [Tutorial](#)

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[quality's solution](#)

251.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,243 global accepts · Rating: 1000 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[quality's solution](#)

252.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2016-05-29 · GNU C++11 (first AC) · Tags: implementation, math
[quality's solution](#)

253.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings
[quality's solution](#)

254.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: implementation, math
[quality's solution](#)

255.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: implementation
[quality's solution](#)

256.

3A

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

Quality: 22,143 global accepts · Rating: 1000 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: greedy, shortest paths
[quality's solution](#)

257.

5A

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

Quality: 11,124 global accepts · Rating: 1000 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: implementation
[quality's solution](#)

258.

14B

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Quality: 8,305 global accepts · Rating: 1000 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: implementation
[quality's solution](#)

259.

669B

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

Rating: 1000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

260.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2016-04-10 · GNU C++11 (first AC) · Tags: implementation
[quality's solution](#)

261.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms
[quality's solution](#)

262.

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, implementation
[quality's solution](#)

263.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: implementation, math
[quality's solution](#)

264.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation
[quality's solution](#)

265.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation, math
[quality's solution](#)

266.

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation
[quality's solution](#)

267.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: games, greedy
[quality's solution](#)

268.

608A

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

Quality: 9,916 global accepts · Rating: 1000 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: implementation, math
[quality's solution](#)

269.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-01 · GNU C++ (first AC) · Tags: implementation
[quality's solution](#)

270.

583A

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Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: implementation
[quality's solution](#)

271.

584A

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

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: math
[quality's solution](#)

272.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,927 global accepts · Rating: 1000 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: bitmasks

[quality's solution](#)

273.

560A

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

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: implementation, sortings

[quality's solution](#)

274.

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2015-07-07 · GNU C++11 (first AC) · Tags: math

[quality's solution](#)

275.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2015-07-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[quality's solution](#)

276.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[quality's solution](#)

277.

499B

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Quality: 44,830 global accepts · Rating: 1000 · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: implementation, strings

[quality's solution](#)

278.

491A

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Quality: 3,485 global accepts · Rating: 1000 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[quality's solution](#)

279.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[quality's solution](#)

280.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1000 · first AC: 2015-03-23 · GNU C++ (first AC) · Tags: greedy, implementation, math

[quality's solution](#)

281.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[quality's solution](#)

282.

500A

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

Quality: 62,691 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[quality's solution](#)

283.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2014-12-25 · GNU C++ (first AC) · Tags: math
[quality's solution](#)

284.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,278 global accepts · Rating: 1000 · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: brute force, math
[quality's solution](#)

285.

476A

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

Quality: 51,612 global accepts · Rating: 1000 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: implementation, math
[quality's solution](#)

286.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees
[quality's solution](#)

287.

1703D

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Quality: 29,206 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings
[quality's solution](#)

288.

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[quality's solution](#)

289.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math
[quality's solution](#)

290.

1700B

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

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[quality's solution](#)

291.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,405 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[quality's solution](#)

292.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,071 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[quality's solution](#)

293.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[quality's solution](#)

294.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[quality's solution](#)

295.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,773 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[quality's solution](#)

296.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[quality's solution](#)

297.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,619 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[quality's solution](#)

298.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[quality's solution](#)

299.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[quality's solution](#)

300.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[quality's solution](#)

301.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[quality's solution](#)

302.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[quality's solution](#)

303.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[quality's solution](#)

304.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[quality's solution](#)

305.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[quality's solution](#)

306.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[quality's solution](#)

307.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[quality's solution](#)

308.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: implementation

[quality's solution](#)

309.

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: greedy, math

[quality's solution](#)

310.

877A

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

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: implementation, strings

[quality's solution](#)

311.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: geometry

[quality's solution](#)

312.

845A

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Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: implementation, sortings

[quality's solution](#)

313.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-06-02 · GNU C++11 (first AC) · Tags: brute force, implementation

[quality's solution](#)

314.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2017-04-17 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[quality's solution](#)

315.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2017-04-17 · GNU C++11 (first AC) · Tags: brute force
[quality's solution](#)

316.

789A

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

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: implementation, math
[quality's solution](#)

317.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: implementation, sortings
[quality's solution](#)

318.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,727 global accepts · Rating: 1100 · first AC: 2017-03-03 · GNU C++11 (first AC) · Tags: greedy, implementation
[quality's solution](#)

319.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-02-27 · GNU C++11 (first AC) · Tags: brute force, greedy
[quality's solution](#)

320.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: data structures, implementation
[quality's solution](#)

321.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory
[quality's solution](#)

322.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-16 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings
[quality's solution](#)

323.

754B

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

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: brute force, implementation
[quality's solution](#)

324.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: greedy, number theory, sortings
[quality's solution](#)

325.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: math
[quality's solution](#)

326.

731B

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

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[quality's solution](#)

327.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings
[quality's solution](#)

328.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1100 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: implementation, math, sortings, strings
[quality's solution](#)

329.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: implementation
[quality's solution](#)

330.

714A

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

Quality: 11,145 global accepts · Rating: 1100 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: implementation, math
[quality's solution](#)

331.

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: implementation, strings
[quality's solution](#)

332.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,984 global accepts · Rating: 1100 · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: brute force, implementation
[quality's solution](#)

333.

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: greedy, implementation
[quality's solution](#)

334.

706B

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

Quality: 84,449 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation
[quality's solution](#)

335.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: games, math
[quality's solution](#)

336.

467B

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

Quality: 42,852 global accepts · Rating: 1100 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[quality's solution](#)

337.

690A1

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

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

338.

686B

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339.

682A

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340.

471A

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341.

667B

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342.

667A

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343.

592B

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344.

675A

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345.

7A

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346.

6B

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[quality's solution](#)

347.

12B

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348.

12C

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[quality's solution](#)

349.

638A

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Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, math

[quality's solution](#)

350.

651A

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[quality's solution](#)

351.

635A

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Quality: 3,202 global accepts · Rating: 1100 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[quality's solution](#)

352.

629B

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[quality's solution](#)

353.

633A

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[quality's solution](#)

354.

630D

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[quality's solution](#)

355.

630J

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[quality's solution](#)

356.

630C

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357.

624B

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358.

618B

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359.

602A

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360.

300A

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[quality's solution](#)

361.

581B

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362.

570A

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[quality's solution](#)

363.

558A

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[quality's solution](#)

364.

501B

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Quality: 19,423 global accepts · Rating: 1100 · first AC: 2015-07-07 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[quality's solution](#)

365.

535B

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Quality: 26,661 global accepts · Rating: 1100 · first AC: 2015-07-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[quality's solution](#)

366.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: implementation, strings

[quality's solution](#)

367.

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[quality's solution](#)

368.

556B

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

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: brute force, implementation

[quality's solution](#)

369.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: greedy

[quality's solution](#)

370.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2015-04-15 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[quality's solution](#)

371.

525A

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372.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,004 global accepts · Rating: 1100 · first AC: 2015-03-24 · GNU C++ (first AC) · Tags: binary search, implementation, sortings

[quality's solution](#)

373.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2015-03-24 · GNU C++ (first AC) · Tags: geometry, implementation, math

[quality's solution](#)

374.

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: *special, data structures, dp, implementation

[quality's solution](#)

375.

527A

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Quality: 15,552 global accepts · Rating: 1100 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: implementation, math

[quality's solution](#)

376.

519B

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[quality's solution](#)

377.

508A

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Quality: 8,454 global accepts · Rating: 1100 · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: brute force

[quality's solution](#)

378.

505A

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379.

495A

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380.

488A

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Quality: 14,943 global accepts · Rating: 1100 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: brute force

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381.

483A

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[quality's solution](#)

382.

478A

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383.

475A

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384.

1703E

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385.

1674D

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386.

1671C

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387.

1669G

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388.

1669E

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389.

1582C

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[quality's solution](#)

390.

1594C

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391.

1363A

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392.

1355B

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393.

1355A

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394.

1352C

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Quality: 69,768 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
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395.

1352B

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396.

1343C

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Quality: 44,070 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
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397.

1294B

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Quality: 22,922 global accepts · Rating: 1200 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[quality's solution](#)

398.

1153B

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399.

1006C

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[quality's solution](#)

400.

1006B

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Quality: 14,655 global accepts · Rating: 1200 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[quality's solution](#)

401.

1000A

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

402.

999C

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Quality: 20,988 global accepts · Rating: 1200 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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403.

990B

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Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
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404.

989B

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Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
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405.

982A

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Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
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406.

977C

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407.

920B

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Quality: 8,114 global accepts · Rating: 1200 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: implementation
[quality's solution](#)

408.

911B

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409.

903B

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[quality's solution](#)

410.

903C

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411.

895A

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412.

842A

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Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: brute force, two pointers
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413.

812A

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414.

811B

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415.

803B

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416.

15A

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417.

461A

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

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[quality's solution](#)

418.

769B

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419.

779C

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Quality: 12,774 global accepts · Rating: 1200 · first AC: 2017-02-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
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420.

776B

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Quality: 25,728 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory
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421.

738B

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Rating: 1200 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[quality's solution](#)

422.

749B

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Quality: 8,933 global accepts · Rating: 1200 · first AC: 2017-01-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry
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423.

385B

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Quality: 10,834 global accepts · Rating: 1200 · first AC: 2017-01-16 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math, strings
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424.

754A

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Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

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425.

743B

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Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

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426.

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[quailty's solution](#)

427.

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms

[quailty's solution](#)

428.

492B

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Quality: 90,187 global accepts · Rating: 1200 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: binary search, implementation, math, sortings

[quailty's solution](#)

429.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[quailty's solution](#)

430.

722B

[Verse Pattern](#) · [Tutorial](#)

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

[quailty's solution](#)

431.

714B

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: implementation, sortings

[quailty's solution](#)

432.

709C

[Letters Cyclic Shift](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: greedy, strings

[quailty's solution](#)

433.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2016-08-10 · GNU C++11 (first AC) · Tags: implementation

[quailty's solution](#)

434.

701B

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

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: data structures, math
[quality's solution](#)

435.

690D1

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

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · last AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

436.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-20 · GNU C++11 (first AC) · Tags: sortings
[quality's solution](#)

437.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2016-06-10 · GNU C++11 (first AC) · Tags: implementation, strings
[quality's solution](#)

438.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2016-06-02 · GNU C++11 (first AC) · Tags: implementation
[quality's solution](#)

439.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-05-29 · GNU C++11 (first AC) · Tags: greedy, implementation
[quality's solution](#)

440.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: data structures, implementation
[quality's solution](#)

441.

8A

[Train and Peter](#) · [Tutorial](#)

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[quality's solution](#)

442.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: implementation, strings
[quality's solution](#)

443.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation
[quality's solution](#)

444.

9C

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

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[quality's solution](#)

445.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[quailty's solution](#)

446.

6C

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

Quality: 17,484 global accepts · Rating: 1200 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: greedy, two pointers
[quailty's solution](#)

447.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,294 global accepts · Rating: 1200 · first AC: 2016-04-10 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[quailty's solution](#)

448.

639A

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

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

[quailty's solution](#)

449.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[quailty's solution](#)

450.

645B

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

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

[quailty's solution](#)

451.

637B

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[quailty's solution](#)

452.

651B

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453.

632A

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454.

631B

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455.

630R

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456.

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625B

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458.

606A

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459.

593A

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460.

583B

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569B

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546B

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464.

552B

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522A

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466.

514A

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467.

194B

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468.

489B

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469.

489A

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470.

483C

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[quality's solution](#)

471.

474B

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472.

1703F

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473.

1574C

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474.

1698C

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475.

1676G

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1676F

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477.

1675D

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478.

1669H

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479.

1627B

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1617C

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481.

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1352D

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483.

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484.

1285B

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485.

1101B

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1096B

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487.

1005C

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488.

1004B

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489.

1003C

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490.

1003B

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982B

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965B

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493.

922B

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496.

912B

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497.

909B

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498.

900B

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499.

893C

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501.

821B

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502.

862B

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503.

814B

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504.

810B

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505.

798B

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506.

808B

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507.

792B

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508.

770B

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509.

777B

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510.

761B

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511.

451B

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512.

747C

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513.

755C

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514.

147A

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515.

740A

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516.

730H

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517.

722A

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518.

716B

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519.

707B

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520.

486B

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521.

690C1

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522.

690F1

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523.

437A

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524.

450B

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525.

681B

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526.

588B

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527.

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528.

659B

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529.

673B

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530.

670C

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531.

4C

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532.

634A

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533.

633B

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534.

628C

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535.

628B

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536.

630N

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537.

630F

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538.

626B

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539.

625C

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540.

621B

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541.

617B

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542.

611B

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543.

598B

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544.

586B

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545.

579B

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546.

570B

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547.

567B

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548.

558B

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[quality's solution](#)

549.

515B

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550.

545D

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[quality's solution](#)

551.

526A

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Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: brute force, implementation

[quality's solution](#)

552.

371B

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[quality's solution](#)

553.

471B

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[quality's solution](#)

554.

519C

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[quality's solution](#)

555.

509B

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[quality's solution](#)

556.

508B

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557.

485B

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558.

478B

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[quality's solution](#)

559.

476B

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Quality: 37,026 global accepts · Rating: 1300 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

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560.

472B

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Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: —

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561.

1929C

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Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

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562.

1905C

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Quality: 14,212 global accepts · Rating: 1400 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[quality's solution](#)

563.

1705C

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1691C

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568.

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1363B

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1156A

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1009B

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954B

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516A

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646.

485A

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647.

479C

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479B

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651.

1675E

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652.

1673C

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653.

1352F

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1352E

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655.

1325C

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656.

1304C

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657.

1101C

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1101E

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659.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

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660.

1000B

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661.

991D

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662.

991C

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664.

982C

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847A

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668.

877B

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669.

821C

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670.

868C

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671.

846A

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672.

845C

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673.

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674.

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675.

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677.

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678.

441C

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679.

761C

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760B

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682.

749C

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683.

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684.

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687.

443B

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688.

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709B

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690.

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691.

707C

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692.

149C

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693.

148B

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694.

702C

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696.

490B

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697.

701C

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698.

696A

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[quality's solution](#)

699.

690C2

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700.

437B

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701.

687A

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702.

587A

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703.

22B

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704.

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705.

659D

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706.

676C

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707.

676B

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674A

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709.

18A

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710.

670D2

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711.

10B

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712.

2A

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713.

638B

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714.

630K

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715.

620C

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716.

614A

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717.

611C

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718.

608B

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719.

599B

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720.

300B

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721.

584B

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722.

580C

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723.

580B

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724.

569A

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725.

566F

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726.

501C

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727.

496C

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728.

557B

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729.

555A

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730.

545C

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731.

550A

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732.

550C

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733.

527C

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734.

527B

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735.

510B

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165B

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737.

520C

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738.

496B

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739.

494A

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740.

495C

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741.

1703G

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742.

1702E

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743.

1698D

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744.

1671D

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745.

1615C

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746.

1582D

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747.

1593E

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748.

1475E

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749.

1363C

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750.

1358C

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751.

1352G

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752.

1344A

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753.

1342C

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754.

1295C

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755.

1294D

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[quality's solution](#)

756.

1288C

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[quality's solution](#)

757.

1096C

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[quality's solution](#)

758.

1095D

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Quality: 8,094 global accepts · Rating: 1600 · first AC: 2018-12-27 · last AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[quality's solution](#)

759.

1006E

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Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[quality's solution](#)

760.

1003D

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[quality's solution](#)

761.

979C

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[quality's solution](#)

762.

980B

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Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[quality's solution](#)

763.

952C

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Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[quality's solution](#)

764.

954D

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

[quality's solution](#)

765.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[quality's solution](#)

766.

922C

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Quality: 7,566 global accepts · Rating: 1600 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory
[quality's solution](#)

767.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: greedy
[quality's solution](#)

768.

847B

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769.

877C

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Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms
[quality's solution](#)

770.

845B

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771.

832B

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[quality's solution](#)

772.

831E

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773.

822C

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774.

814C

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Quality: 7,734 global accepts · Rating: 1600 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: brute force, dp, strings, two pointers
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775.

812B

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Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp
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776.

788A

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Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: dp, two pointers
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777.

777C

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[quality's solution](#)

778.

768B

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Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[quality's solution](#)

779.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[quality's solution](#)

780.

759B

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Rating: 1600 · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers

[quality's solution](#)

781.

440B

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[quality's solution](#)

782.

746C

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783.

753B

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784.

741B

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785.

741A

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736A

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787.

736B

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788.

734C

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789.

733D

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791.

727B

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792.

731C

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793.

722C

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794.

723D

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795.

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796.

715A

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797.

712C

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798.

706C

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799.

705C

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Rating: 1600 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[quality's solution](#)

800.

149B

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801.

691B

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802.

689B

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[quality's solution](#)

803.

682C

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804.

681C

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805.

678B

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806.

678C

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[quality's solution](#)

807.

493C

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[quality's solution](#)

808.

659E

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Quality: 7,991 global accepts · Rating: 1600 · first AC: 2016-05-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs,

greedy

[quality's solution](#)

809.

674B

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Quality: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[quality's solution](#)

810.

11B

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Quality: 5,708 global accepts · Rating: 1600 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: math

[quality's solution](#)

811.

660C

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[quality's solution](#)

812.

639B

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813.

645C

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[quality's solution](#)

814.

637D

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[quality's solution](#)

815.

630G

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Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

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816.

626C

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817.

1B

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818.

618C

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819.

617C

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820.

615B

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821.

616C

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822.

616D

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823.

607A

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Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp

[quality's solution](#)

824.

606B

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825.

605A

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826.

603A

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827.

601A

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[quality's solution](#)

828.

599C

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829.

7B

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[quality's solution](#)

830.

597B

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831.

597A

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[quality's solution](#)

832.

593B

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833.

569C

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[quality's solution](#)

834.

320C

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Rating: 1600 · first AC: 2015-08-15 · GNU C++11 (first AC) · Tags: math

[quality's solution](#)

835.

570C

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836.

560C

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Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: geometry

[quality's solution](#)

837.

559A

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Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math

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838.

525C

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[quality's solution](#)

839.

346A

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840.

348A

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841.

538C

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Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, implementation, math

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842.

534C

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[quailty's solution](#)

843.

270C

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844.

371C

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845.

510C

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846.

518A

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[quailty's solution](#)

847.

518C

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848.

508C

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849.

500B

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850.

500C

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851.

495B

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852.

476C

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853.

1702F

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854.

1699C

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855.

1700C

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856.

1670D

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857.

1594D

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858.

1359C

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859.

1343D

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860.

1325D

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861.

1295B

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862.

1153C

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863.

1006D

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864.

1009C

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865.

1009D

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866.

1000C

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867.

990D

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868.

980C

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869.

977F

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870.

954C

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[quality's solution](#)

871.

938C

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Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms
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872.

919D

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Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs
[quality's solution](#)

873.

900C

[Remove Extra One](#) · [Tutorial](#)

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[quality's solution](#)

874.

895B

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Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers
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875.

850A

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Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: brute force, geometry, math
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876.

831C

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Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-07-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms
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877.

798C

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Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-06-02 · GNU C++11 (first AC) · Tags: dp, greedy, number theory
[quality's solution](#)

878.

797C

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Quality: 9,841 global accepts · Rating: 1700 · first AC: 2017-04-17 · GNU C++11 (first AC) · Tags: data structures, greedy, strings
[quality's solution](#)

879.

784A

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Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: *special
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880.

789B

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Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[quality's solution](#)

881.

769C

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Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths
[quality's solution](#)

882.

769D

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[quality's solution](#)

883.

349B

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Quality: 15,119 global accepts · Rating: 1700 · first AC: 2017-03-03 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[quality's solution](#)

884.

778A

[String Game](#) · [Tutorial](#)

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[quality's solution](#)

885.

766C

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Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, strings

[quality's solution](#)

886.

761D

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[quality's solution](#)

887.

759A

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[quality's solution](#)

888.

758C

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[quality's solution](#)

889.

451C

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890.

747E

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891.

739A

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[quality's solution](#)

892.

734D

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Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-16 · GNU C++11 (first AC) · Tags: implementation

[quality's solution](#)

893.

442A

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Quality: 2,352 global accepts · Rating: 1700 · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation
[quality's solution](#)

894.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings
[quality's solution](#)

895.

718A

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Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, implementation, math
[quality's solution](#)

896.

382C

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Quality: 8,733 global accepts · Rating: 1700 · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: implementation, sortings
[quality's solution](#)

897.

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,538 global accepts · Rating: 1700 · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: binary search, math
[quality's solution](#)

898.

711C

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Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp
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899.

466C

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Quality: 41,889 global accepts · Rating: 1700 · first AC: 2016-08-10 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[quality's solution](#)

900.

467C

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Quality: 16,582 global accepts · Rating: 1700 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: dp, implementation
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901.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
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902.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: geometry, math
[quality's solution](#)

903.

486C

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Quality: 12,371 global accepts · Rating: 1700 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
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904.

490C

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Quality: 9,472 global accepts · Rating: 1700 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings
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905.

698B

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Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees
[quality's solution](#)

906.

696B

[Puzzles](#) · [Tutorial](#)

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

907.

691D

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

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2016-07-14 · last AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math
[quality's solution](#)

908.

690B1

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

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

909.

449A

[Jzzhu and Chocolate](#) · [Tutorial](#)

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: greedy, math
[quality's solution](#)

910.

689C

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

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math
[quality's solution](#)

911.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math
[quality's solution](#)

912.

678D

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

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: math, number theory
[quality's solution](#)

913.

590A

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Quality: 4,283 global accepts · Rating: 1700 · first AC: 2016-06-10 · GNU C++11 (first AC) · Tags: implementation
[quality's solution](#)

914.

22C

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Quality: 3,809 global accepts · Rating: 1700 · first AC: 2016-06-02 · GNU C++11 (first AC) · Tags: graphs

[quality's solution](#)

915.

493D

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Quality: 10,201 global accepts · Rating: 1700 · first AC: 2016-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math
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916.

20A

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Quality: 7,128 global accepts · Rating: 1700 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: implementation
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917.

18B

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Quality: 2,428 global accepts · Rating: 1700 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: brute force, math
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918.

670E

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Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: data structures, dsu, strings
[quality's solution](#)

919.

14C

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Quality: 3,858 global accepts · Rating: 1700 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math
[quality's solution](#)

920.

4D

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

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: dp, sortings
[quality's solution](#)

921.

644B

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Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers
[quality's solution](#)

922.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: dp
[quality's solution](#)

923.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: data structures, sortings
[quality's solution](#)

924.

632C

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Quality: 10,431 global accepts · Rating: 1700 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: sortings, strings
[quality's solution](#)

925.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures

[quality's solution](#)

926.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: dp, math

[quality's solution](#)

927.

630Q

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Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math

[quality's solution](#)

928.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[quality's solution](#)

929.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[quality's solution](#)

930.

625A

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

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: implementation, math

[quality's solution](#)

931.

621C

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Quality: 6,240 global accepts · Rating: 1700 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory, probabilities

[quality's solution](#)

932.

617D

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Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[quality's solution](#)

933.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs

[quality's solution](#)

934.

598D

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

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[quality's solution](#)

935.

586D

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Rating: 1700 · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[quality's solution](#)

936.

583C

[GCD Table](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[quality's solution](#)

937.

584C

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Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[quality's solution](#)

938.

581D

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Quality: 4,700 global accepts · Rating: 1700 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[quality's solution](#)

939.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[quality's solution](#)

940.

578A

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Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math

[quality's solution](#)

941.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[quality's solution](#)

942.

567D

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

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-05 · last AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[quality's solution](#)

943.

567C

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

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[quality's solution](#)

944.

559B

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

Quality: 11,674 global accepts · Rating: 1700 · first AC: 2015-07-22 · last AC: 2015-07-23 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[quality's solution](#)

945.

560D

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

Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: hashing, implementation, strings

[quality's solution](#)

946.

499C

[Crazy Town](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: geometry, math

[quality's solution](#)

947.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,397 global accepts · Rating: 1700 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms
[quailty's solution](#)

948.

485C

[Bits](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-11-06 · last AC: 2015-07-05 · GNU C++ (first AC) · Tags: implementation, math
[quailty's solution](#)

949.

546D

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

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory
[quailty's solution](#)

950.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: greedy, implementation
[quailty's solution](#)

951.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: games, greedy, implementation, math
[quailty's solution](#)

952.

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2015-03-06 · GNU C++ (first AC) · Tags: implementation, math, sortings
[quailty's solution](#)

953.

518D

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

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities
[quailty's solution](#)

954.

385C

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

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2015-02-18 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory
[quailty's solution](#)

955.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2014-11-17 · last AC: 2015-01-28 · GNU C++ (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs
[quailty's solution](#)

956.

194C

[Cutting Figure](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-01-21 · last AC: 2015-01-28 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, matrices, strings
[quailty's solution](#)

957.

507C

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

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: implementation, math, trees
[quailty's solution](#)

958.

471C

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Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-27 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, math
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959.

1705D

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Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings
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960.

1691D

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Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers
[quailty's solution](#)

961.

1675F

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Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[quailty's solution](#)

962.

1674F

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Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · last AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[quailty's solution](#)

963.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[quailty's solution](#)

964.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
[quailty's solution](#)

965.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers
[quailty's solution](#)

966.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, two pointers
[quailty's solution](#)

967.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[quality's solution](#)

968.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[quality's solution](#)

969.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[quality's solution](#)

970.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[quality's solution](#)

971.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[quality's solution](#)

972.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[quality's solution](#)

973.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[quality's solution](#)

974.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[quality's solution](#)

975.

952D

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

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, probabilities

[quality's solution](#)

976.

922D

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Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[quality's solution](#)

977.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: brute force, math

[quality's solution](#)

978.

909C

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

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: dp

[quality's solution](#)

979.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[quality's solution](#)

980.

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[quality's solution](#)

981.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[quality's solution](#)

982.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: binary search, dp

[quality's solution](#)

983.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[quality's solution](#)

984.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms

[quality's solution](#)

985.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[quality's solution](#)

986.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: data structures, math, probabilities, two pointers

[quality's solution](#)

987.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: brute force, greedy

[quality's solution](#)

988.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
[quality's solution](#)

989.

831D

[Office Keys](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-15 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy
[quality's solution](#)

990.

822D

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

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-03 · last AC: 2017-07-03 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory
[quality's solution](#)

991.

15B

[Laser](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 1800 · first AC: 2017-05-29 · GNU C++11 (first AC) · Tags: math
[quality's solution](#)

992.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-17 · GNU C++11 (first AC) · Tags: binary search, greedy
[quality's solution](#)

993.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-17 · GNU C++11 (first AC) · Tags: geometry
[quality's solution](#)

994.

784C

[INTERCALC](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 1800 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: *special, implementation
[quality's solution](#)

995.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation
[quality's solution](#)

996.

777D

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

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, strings
[quality's solution](#)

997.

776C

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

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math
[quality's solution](#)

998.

768C

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

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-21 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings
[quality's solution](#)

999.

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: binary search, brute force
[quality's solution](#)

1000.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
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664B

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667C

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638D

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584D

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580D

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483D

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1593D2

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846D

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832D

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818E

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19B

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744B

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1102.

739B

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724D

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1107.

709D

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[quality's solution](#)

1108.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[quality's solution](#)

1109.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2016-08-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[quality's solution](#)

1110.

149D

[Coloring Brackets](#) · [Tutorial](#)

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: dp

[quality's solution](#)

1111.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: dp

[quality's solution](#)

1112.

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: math

[quality's solution](#)

1113.

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory

[quality's solution](#)

1114.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: binary search, math

[quality's solution](#)

1115.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: matrices
[quality's solution](#)

1116.

438B

[The Child and Zoo](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dp, dsu, sortings
[quality's solution](#)

1117.

687C

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

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp
[quality's solution](#)

1118.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees
[quality's solution](#)

1119.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-20 · GNU C++11 (first AC) · Tags: dp, strings
[quality's solution](#)

1120.

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2016-06-03 · GNU C++11 (first AC) · Tags: greedy, sortings
[quality's solution](#)

1121.

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: binary search, greedy, math
[quality's solution](#)

1122.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2016-05-27 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[quality's solution](#)

1123.

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: implementation, strings
[quality's solution](#)

1124.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers
[quality's solution](#)

1125.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,881 global accepts · Rating: 1900 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[quality's solution](#)

1126.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: dp

[quality's solution](#)

1127.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: bitmasks, dp, probabilities

[quality's solution](#)

1128.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation, strings

[quality's solution](#)

1129.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,233 global accepts · Rating: 1900 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[quality's solution](#)

1130.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[quality's solution](#)

1131.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[quality's solution](#)

1132.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2016-05-04 · last AC: 2016-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[quality's solution](#)

1133.

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: geometry

[quality's solution](#)

1134.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers

[quality's solution](#)

1135.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-02-27 · last AC: 2016-02-27 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[quality's solution](#)

1136.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[quality's solution](#)

1137.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms

[quality's solution](#)

1138.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[quality's solution](#)

1139.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[quality's solution](#)

1140.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[quality's solution](#)

1141.

488B

[Candy Boxes](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 1900 · first AC: 2015-12-01 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math

[quality's solution](#)

1142.

599D

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

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: brute force, math

[quality's solution](#)

1143.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: data structures, dp

[quality's solution](#)

1144.

583D

[Once Again...](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dp

[quality's solution](#)

1145.

569D

[Symmetric and Transitive](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-09-12 · GNU C++11 (first AC) · Tags: brute force, dp, math

[quality's solution](#)

1146.

566D

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

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: data structures, dsu

[quality's solution](#)

1147.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2015-07-15 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[quailty's solution](#)

1148.

535D

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

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2015-07-07 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures, strings

[quailty's solution](#)

1149.

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: binary search

[quailty's solution](#)

1150.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[quailty's solution](#)

1151.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[quailty's solution](#)

1152.

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[quailty's solution](#)

1153.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[quailty's solution](#)

1154.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: dp, probabilities

[quailty's solution](#)

1155.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[quailty's solution](#)

1156.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 1900 · first AC: 2015-05-30 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation

[quailty's solution](#)

1157.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2015-04-15 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[quality's solution](#)

1158.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++ (first AC) · Tags: binary search, greedy, math

[quality's solution](#)

1159.

529E

[The Art of Dealing with ATM](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-03-21 · last AC: 2015-03-21 · GNU C++ (first AC) · Tags: brute force

[quality's solution](#)

1160.

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: brute force, greedy, sortings

[quality's solution](#)

1161.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2015-03-11 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp, math

[quality's solution](#)

1162.

476D

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

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[quality's solution](#)

1163.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[quality's solution](#)

1164.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[quality's solution](#)

1165.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[quality's solution](#)

1166.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[quality's solution](#)

1167.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[quality's solution](#)

1168.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-02 · last AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[quality's solution](#)

1169.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[quality's solution](#)

1170.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[quality's solution](#)

1171.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[quality's solution](#)

1172.

1359E

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Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[quality's solution](#)

1173.

1344B

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Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[quality's solution](#)

1174.

1304E

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Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[quality's solution](#)

1175.

1294F

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Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[quality's solution](#)

1176.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[quality's solution](#)

1177.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[quality's solution](#)

1178.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[quality's solution](#)

1179.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[quality's solution](#)

1180.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[quality's solution](#)

1181.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[quality's solution](#)

1182.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[quality's solution](#)

1183.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[quality's solution](#)

1184.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[quality's solution](#)

1185.

952E

[Cheese Board](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2000 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

[quality's solution](#)

1186.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[quality's solution](#)

1187.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[quality's solution](#)

1188.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths
[quailty's solution](#)

1189.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory

[quailty's solution](#)

1190.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[quailty's solution](#)

1191.

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[quailty's solution](#)

1192.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[quailty's solution](#)

1193.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[quailty's solution](#)

1194.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[quailty's solution](#)

1195.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, interactive

[quailty's solution](#)

1196.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[quailty's solution](#)

1197.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures

[quailty's solution](#)

1198.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[quailty's solution](#)

1199.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2017-06-02 · GNU C++11 (first AC) · Tags: brute force, data structures, math
[quality's solution](#)

1200.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2017-05-29 · GNU C++11 (first AC) · Tags: dp, graphs
[quality's solution](#)

1201.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2017-05-29 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory
[quality's solution](#)

1202.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,838 global accepts · Rating: 2000 · first AC: 2017-05-29 · GNU C++11 (first AC) · Tags: games
[quality's solution](#)

1203.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2017-04-17 · GNU C++11 (first AC) · Tags: brute force, data structures, dp
[quality's solution](#)

1204.

784G

[BF Calculator](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 2000 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: *special
[quality's solution](#)

1205.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: *special, brute force, implementation
[quality's solution](#)

1206.

784B

[Kids' Riddle](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2000 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: *special
[quality's solution](#)

1207.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2017-03-28 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory
[quality's solution](#)

1208.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[quality's solution](#)

1209.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[quality's solution](#)

1210.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: 2000 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[quality's solution](#)

1211.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-02-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees
[quality's solution](#)

1212.

766D

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

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs
[quality's solution](#)

1213.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[quality's solution](#)

1214.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, math, strings
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1215.

451D

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1216.

749D

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1217.

755D

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1218.

488D

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1219.

513C

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1220.

492E

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1221.

730I

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1222.

721D

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1223.

664C

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1224.

382B

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1225.

710E

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1226.

466B

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1227.

478D

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1228.

490E

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1229.

696C

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1230.

449B

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1231.

446B

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1232.

689E

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[quality's solution](#)

1233.

681D

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[quality's solution](#)

1234.

667D

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Rating: 2000 · first AC: 2016-06-10 · GNU C++11 (first AC) · Tags: brute force, graphs, shortest paths
[quality's solution](#)

1235.

371E

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1236.

615D

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1237.

659F

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[quality's solution](#)

1238.

676D

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Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-05-26 · GNU C++11 (first AC) · Tags: graphs, implementation, shortest paths
[quality's solution](#)

1239.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy
[quality's solution](#)

1240.

13B

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1241.

21C

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Quality: 2,539 global accepts · Rating: 2000 · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: binary search, dp, sortings

[quality's solution](#)

1242.

21B

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Quality: 1,583 global accepts · Rating: 2000 · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: implementation, math
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1243.

18E

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[quality's solution](#)

1244.

20B

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1245.

18D

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Quality: 1,290 global accepts · Rating: 2000 · first AC: 2016-05-06 · Java 8 (first AC) · Tags: brute force, dp, greedy
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1246.

10C

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[quality's solution](#)

1247.

8C

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Quality: 4,212 global accepts · Rating: 2000 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: bitmasks, dp
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1248.

2B

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1249.

669E

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[quality's solution](#)

1250.

474E

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[quality's solution](#)

1251.

633D

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[quality's solution](#)

1252.

629C

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Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: dp, strings

[quality's solution](#)

1253.

629D

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[quality's solution](#)

1254.

630O

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[quality's solution](#)

1255.

522D

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1256.

621E

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[quality's solution](#)

1257.

615C

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Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, greedy, strings, trees

[quality's solution](#)

1258.

611D

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[quality's solution](#)

1259.

598E

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[quality's solution](#)

1260.

578C

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[quality's solution](#)

1261.

501D

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Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-07-07 · GNU C++11 (first AC) · Tags: data structures

[quality's solution](#)

1262.

515D

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Quality: 3,005 global accepts · Rating: 2000 · first AC: 2015-07-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[quality's solution](#)

1263.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[quality's solution](#)

1264.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[quality's solution](#)

1265.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[quality's solution](#)

1266.

540C

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[quality's solution](#)

1267.

533B

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Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[quality's solution](#)

1268.

526C

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Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · last AC: 2015-04-04 · GNU C++ (first AC) · Tags: brute force, greedy, math

[quality's solution](#)

1269.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,156 global accepts · Rating: 2000 · first AC: 2015-02-16 · GNU C++ (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[quality's solution](#)

1270.

514D

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Quality: 5,363 global accepts · Rating: 2000 · first AC: 2015-02-16 · GNU C++ (first AC) · Tags: binary search, data structures, two pointers

[quality's solution](#)

1271.

509E

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Quality: 1,881 global accepts · Rating: 2000 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: math, strings

[quality's solution](#)

1272.

194D

[Xor](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-01-21 · GNU C++ (first AC) · Tags: —

[quality's solution](#)

1273.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: brute force, geometry

[quality's solution](#)

1274.

877D

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Quality: 5,085 global accepts · Rating: 2100 · first AC: 2017-10-26 · last AC: 2024-07-10 · GNU C++11 (first AC) · Tags: data structures, dfs and

similar, graphs, shortest paths

[quality's solution](#)

1275.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[quality's solution](#)

1276.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[quality's solution](#)

1277.

1593F

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Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[quality's solution](#)

1278.

1363D

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Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive, math

[quality's solution](#)

1279.

1355E

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1280.

1343E

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[quality's solution](#)

1281.

1263E

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[quality's solution](#)

1282.

1271E

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Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[quality's solution](#)

1283.

1278D

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Quality: 4,329 global accepts · Rating: 2100 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[quality's solution](#)

1284.

1006F

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Quality: 6,888 global accepts · Rating: 2100 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-

middle

[quailty's solution](#)

1285.

1005F

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Quality: 2,105 global accepts · Rating: 2100 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[quailty's solution](#)

1286.

1003E

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Quality: 3,029 global accepts · Rating: 2100 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[quailty's solution](#)

1287.

1000E

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Quality: 6,506 global accepts · Rating: 2100 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[quailty's solution](#)

1288.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[quailty's solution](#)

1289.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[quailty's solution](#)

1290.

954F

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Quality: 1,378 global accepts · Rating: 2100 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices, sortings

[quailty's solution](#)

1291.

920E

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Quality: 7,748 global accepts · Rating: 2100 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[quailty's solution](#)

1292.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

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1293.

912D

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Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[quailty's solution](#)

1294.

909D

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Quality: 2,107 global accepts · Rating: 2100 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[quailty's solution](#)

1295.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: data structures, dp, strings
[quality's solution](#)

1296.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2017-11-28 · GNU C++11 (first AC) · Tags: combinatorics, math, strings
[quality's solution](#)

1297.

847F

[Berland Elections](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: greedy, sortings
[quality's solution](#)

1298.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: dp, matrices
[quality's solution](#)

1299.

862E

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

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings
[quality's solution](#)

1300.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: implementation, number theory
[quality's solution](#)

1301.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2017-07-04 · GNU C++11 (first AC) · Tags: binary search, math, ternary search
[quality's solution](#)

1302.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive
[quality's solution](#)

1303.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-12 · GNU C++11 (first AC) · Tags: brute force, dp, meet-in-the-middle
[quality's solution](#)

1304.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2017-04-17 · GNU C++11 (first AC) · Tags: data structures, dfs and similar
[quality's solution](#)

1305.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[quality's solution](#)

1306.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2017-03-03 · GNU C++11 (first AC) · Tags: dfs and similar, number theory, trees

[quality's solution](#)

1307.

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy

[quality's solution](#)

1308.

321C

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

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[quality's solution](#)

1309.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: math, number theory

[quality's solution](#)

1310.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2017-02-22 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[quality's solution](#)

1311.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[quality's solution](#)

1312.

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[quality's solution](#)

1313.

766E

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

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[quality's solution](#)

1314.

763B

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

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[quality's solution](#)

1315.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2017-01-26 · GNU C++11 (first AC) · Tags: binary search, hashing, strings, two pointers

[quality's solution](#)

1316.

752E

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

Rating: 2100 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, two pointers

[quality's solution](#)

1317.

752D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, strings

[quality's solution](#)

1318.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[quality's solution](#)

1319.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[quality's solution](#)

1320.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2016-11-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[quality's solution](#)

1321.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,243 global accepts · Rating: 2100 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[quality's solution](#)

1322.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: binary search, dfs and similar

[quality's solution](#)

1323.

732E

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Quality: 1,667 global accepts · Rating: 2100 · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: greedy, sortings

[quality's solution](#)

1324.

287E

[Main Sequence](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, greedy

[quality's solution](#)

1325.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2016-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp

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1326.

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2016-08-10 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

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1327.

703D

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Quality: 4,063 global accepts · Rating: 2100 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: data structures
[quality's solution](#)

1328.

703C

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Quality: 1,972 global accepts · Rating: 2100 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: geometry, implementation
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1329.

702E

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

Quality: 3,108 global accepts · Rating: 2100 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: data structures, graphs
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1330.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees
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1331.

690D3

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

Quality: 630 global accepts · Rating: 2100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dp
[quality's solution](#)

1332.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: binary search, data structures
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1333.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2016-06-10 · GNU C++11 (first AC) · Tags: dp
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1334.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2016-06-10 · GNU C++11 (first AC) · Tags: binary search, geometry, math
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1335.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2016-05-31 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees
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1336.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2016-05-29 · GNU C++11 (first AC) · Tags: binary search, implementation, math
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1337.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[quality's solution](#)

1338.

12E

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Quality: 1,452 global accepts · Rating: 2100 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms

[quality's solution](#)

1339.

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: implementation, math

[quality's solution](#)

1340.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings

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1341.

631D

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Quality: 2,390 global accepts · Rating: 2100 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[quality's solution](#)

1342.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[quality's solution](#)

1343.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math

[quality's solution](#)

1344.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[quality's solution](#)

1345.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: data structures, math

[quality's solution](#)

1346.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2015-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[quality's solution](#)

1347.

577E

[Points on Plane](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms

[quality's solution](#)

1348.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-09-06 · last AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dp, greedy
[quality's solution](#)

1349.

544D

[Destroying Roads](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-07-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, shortest paths
[quality's solution](#)

1350.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

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1351.

520D

[Cubes](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2100 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: games, greedy, implementation
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1352.

551D

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

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

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1353.

491B

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Quality: 655 global accepts · Rating: 2100 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: greedy, math
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1354.

546E

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Quality: 4,310 global accepts · Rating: 2100 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: flows, graphs, math
[quality's solution](#)

1355.

552E

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Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-18 · last AC: 2015-06-19 · GNU C++11 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

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1356.

540E

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Quality: 2,493 global accepts · Rating: 2100 · first AC: 2015-06-04 · last AC: 2015-06-13 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[quality's solution](#)

1357.

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: binary search, math
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1358.

489F

[Special Matrices](#) · [Tutorial](#)

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[quality's solution](#)

1359.

485D

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1360.

474F

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Quality: 11,595 global accepts · Rating: 2100 · first AC: 2015-01-21 · GNU C++ (first AC) · Tags: data structures, math, number theory
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1361.

1C

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Quality: 6,481 global accepts · Rating: 2100 · first AC: 2015-01-21 · GNU C++ (first AC) · Tags: geometry, math
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1362.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, sortings
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1363.

1670E

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Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees
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1364.

1627E

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Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers
[quality's solution](#)

1365.

1615D

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1366.

1593G

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1367.

1579G

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1368.

1295E

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1369.

1272F

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Quality: 2,334 global accepts · Rating: 2200 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers
[quality's solution](#)

1370.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

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1371.

1283F

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Quality: 2,043 global accepts · Rating: 2200 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees
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1372.

1156E

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1373.

1156D

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1374.

1153E

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Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, interactive
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1375.

1003F

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[quality's solution](#)

1376.

980E

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Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

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1377.

965E

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1378.

954I

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1379.

922E

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Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp
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1380.

920G

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Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory
[quality's solution](#)

1381.

903D

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Quality: 4,475 global accepts · Rating: 2200 · first AC: 2017-12-14 · GNU C++11 (first AC) · Tags: data structures, math
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1382.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2017-12-13 · GNU C++11 (first AC) · Tags: bitmasks, dp
[quality's solution](#)

1383.

903E

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Quality: 1,577 global accepts · Rating: 2200 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, strings
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1384.

894D

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

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: brute force, data structures, trees
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1385.

883A

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1386.

847D

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Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy
[quality's solution](#)

1387.

821D

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Quality: 1,703 global accepts · Rating: 2200 · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
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1388.

868D

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Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation,

strings

[quailty's solution](#)

1389.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[quailty's solution](#)

1390.

813E

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Quality: 3,114 global accepts · Rating: 2200 · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: binary search, data structures

[quailty's solution](#)

1391.

461C

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Quality: 1,393 global accepts · Rating: 2200 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: data structures, implementation

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1392.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[quailty's solution](#)

1393.

762E

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Quality: 1,644 global accepts · Rating: 2200 · first AC: 2017-01-27 · last AC: 2017-01-27 · GNU C++11 (first AC) · Tags: binary search, data structures

[quailty's solution](#)

1394.

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: binary search, data structures

[quailty's solution](#)

1395.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, implementation, number theory

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1396.

385D

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Quality: 944 global accepts · Rating: 2200 · first AC: 2017-01-18 · GNU C++11 (first AC) · Tags: bitmasks, dp, geometry

[quailty's solution](#)

1397.

746F

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Quality: 903 global accepts · Rating: 2200 · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[quailty's solution](#)

1398.

754C

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Quality: 1,096 global accepts · Rating: 2200 · first AC: 2017-01-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings

[quailty's solution](#)

1399.

743E

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Quality: 1,629 global accepts · Rating: 2200 · first AC: 2017-01-13 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp
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1400.

509D

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Quality: 815 global accepts · Rating: 2200 · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[quality's solution](#)

1401.

507D

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Quality: 2,125 global accepts · Rating: 2200 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: dp, implementation
[quality's solution](#)

1402.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[quality's solution](#)

1403.

730E

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Quality: 772 global accepts · Rating: 2200 · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: greedy, implementation
[quality's solution](#)

1404.

731E

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Quality: 1,881 global accepts · Rating: 2200 · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: dp, games
[quality's solution](#)

1405.

731D

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Quality: 1,280 global accepts · Rating: 2200 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, sortings
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1406.

723E

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Quality: 2,260 global accepts · Rating: 2200 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy
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1407.

713B

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Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive
[quality's solution](#)

1408.

664D

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[quality's solution](#)

1409.

712D

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

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[quailty's solution](#)

1410.

382D

[Ksenia and Pawns](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[quailty's solution](#)

1411.

287D

[Shifting](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

1412.

707D

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Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-08-21 · last AC: 2016-08-21 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[quailty's solution](#)

1413.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2016-07-25 · last AC: 2016-07-27 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, hashing, math

[quailty's solution](#)

1414.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[quailty's solution](#)

1415.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2016-07-13 · last AC: 2016-07-13 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

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1416.

690C3

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Quality: 1,010 global accepts · Rating: 2200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: trees

[quailty's solution](#)

1417.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[quailty's solution](#)

1418.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2016-06-10 · GNU C++11 (first AC) · Tags: data structures, trees

[quailty's solution](#)

1419.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2016-06-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[quailty's solution](#)

1420.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: binary search, dp, greedy
[quality's solution](#)

1421.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2016-06-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[quality's solution](#)

1422.

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: dp, greedy
[quality's solution](#)

1423.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: dp, sortings
[quality's solution](#)

1424.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs
[quality's solution](#)

1425.

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: implementation
[quality's solution](#)

1426.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: hashing, strings
[quality's solution](#)

1427.

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: hashing, implementation, math
[quality's solution](#)

1428.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[quality's solution](#)

1429.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[quality's solution](#)

1430.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy
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1431.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 2200 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: dp

[quality's solution](#)

1432.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: binary search, two pointers

[quality's solution](#)

1433.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees

[quality's solution](#)

1434.

618D

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

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[quality's solution](#)

1435.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: data structures

[quality's solution](#)

1436.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2016-01-12 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[quality's solution](#)

1437.

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++ (first AC) · Tags: games, math

[quality's solution](#)

1438.

593C

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

Quality: 325 global accepts · Rating: 2200 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[quality's solution](#)

1439.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[quality's solution](#)

1440.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[quality's solution](#)

1441.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2015-08-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[quality's solution](#)

1442.

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[quality's solution](#)

1443.

560E

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

Rating: 2200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, dp

[quality's solution](#)

1444.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: dp, matrices

[quality's solution](#)

1445.

551C

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

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: binary search, greedy

[quality's solution](#)

1446.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: data structures

[quality's solution](#)

1447.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: games

[quality's solution](#)

1448.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[quality's solution](#)

1449.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[quality's solution](#)

1450.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[quality's solution](#)

1451.

520E

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

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[quality's solution](#)

1452.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2015-02-25 · GNU C++ (first AC) · Tags: greedy, implementation, math, ternary search

[quailty's solution](#)

1453.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[quailty's solution](#)

1454.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[quailty's solution](#)

1455.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · last AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[quailty's solution](#)

1456.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[quailty's solution](#)

1457.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-28 · last AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[quailty's solution](#)

1458.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[quailty's solution](#)

1459.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dp

[quailty's solution](#)

1460.

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[quailty's solution](#)

1461.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[quailty's solution](#)

1462.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[quality's solution](#)

1463.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[quality's solution](#)

1464.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[quality's solution](#)

1465.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-10 · last AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[quality's solution](#)

1466.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[quality's solution](#)

1467.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[quality's solution](#)

1468.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[quality's solution](#)

1469.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[quality's solution](#)

1470.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[quality's solution](#)

1471.

935E

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

Quality: 979 global accepts · Rating: 2300 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[quality's solution](#)

1472.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[quality's solution](#)

1473.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: data structures, probabilities
[quality's solution](#)

1474.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2017-11-24 · GNU C++11 (first AC) · Tags: data structures, trees
[quality's solution](#)

1475.

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: binary search, implementation
[quality's solution](#)

1476.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: data structures, flows, hashing
[quality's solution](#)

1477.

846E

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

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, trees
[quality's solution](#)

1478.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math
[quality's solution](#)

1479.

838E

[Convex Countour](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2300 · first AC: 2017-08-11 · GNU C++11 (first AC) · Tags: dp
[quality's solution](#)

1480.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy
[quality's solution](#)

1481.

831F

[Bamboo Partition](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-07-15 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

1482.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: binary search, data structures, trees
[quality's solution](#)

1483.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: games, trees
[quality's solution](#)

1484.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2017-05-29 · GNU C++11 (first AC) · Tags: data structures
[quality's solution](#)

1485.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2017-05-29 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, ternary search
[quality's solution](#)

1486.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2017-05-29 · GNU C++11 (first AC) · Tags: dp, strings
[quality's solution](#)

1487.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[quality's solution](#)

1488.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities
[quality's solution](#)

1489.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2017-01-26 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[quality's solution](#)

1490.

451E

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Quality: 4,542 global accepts · Rating: 2300 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory
[quality's solution](#)

1491.

752F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: trees
[quality's solution](#)

1492.

727F

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

Quality: 957 global accepts · Rating: 2300 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: binary search, dp, greedy
[quality's solution](#)

1493.

727E

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Quality: 1,553 global accepts · Rating: 2300 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: data structures, hashing, string suffix structures, strings
[quality's solution](#)

1494.

732F

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Quality: 3,284 global accepts · Rating: 2300 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[quality's solution](#)

1495.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, implementation
[quality's solution](#)

1496.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: data structures, math, matrices
[quality's solution](#)

1497.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: dp, sortings
[quality's solution](#)

1498.

709E

[Centroids](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[quality's solution](#)

1499.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: math, number theory, probabilities
[quality's solution](#)

1500.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
[quality's solution](#)

1501.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2016-08-08 · GNU C++11 (first AC) · Tags: binary search, dp
[quality's solution](#)

1502.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: string suffix structures, strings
[quality's solution](#)

1503.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: dp
[quality's solution](#)

1504.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2016-07-12 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees
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1505.

690A2

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

Quality: 747 global accepts · Rating: 2300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

1506.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: data structures, math

[quality's solution](#)

1507.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2300 · first AC: 2016-06-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[quality's solution](#)

1508.

677E

[Vanya and Balloons](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2300 · first AC: 2016-06-02 · last AC: 2016-06-02 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation

[quality's solution](#)

1509.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, shortest paths

[quality's solution](#)

1510.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2016-05-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[quality's solution](#)

1511.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2016-05-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[quality's solution](#)

1512.

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[quality's solution](#)

1513.

9E

[Interesting graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[quality's solution](#)

1514.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: combinatorics, math

[quality's solution](#)

1515.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[quality's solution](#)

1516.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: data structures, implementation
[quailty's solution](#)

1517.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory
[quailty's solution](#)

1518.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: geometry, sortings
[quailty's solution](#)

1519.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: dp, math, probabilities
[quailty's solution](#)

1520.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: binary search, math, number theory
[quailty's solution](#)

1521.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: dp, fft
[quailty's solution](#)

1522.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[quailty's solution](#)

1523.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: combinatorics, dp
[quailty's solution](#)

1524.

558D

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

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2015-07-15 · last AC: 2015-07-15 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings
[quailty's solution](#)

1525.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 2300 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: data structures, sortings, strings
[quailty's solution](#)

1526.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: flows
[quailty's solution](#)

1527.

491C

[Deciphering](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2300 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: flows, graph matchings

[quality's solution](#)

1528.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[quality's solution](#)

1529.

488E

[Prefix Product Sequence](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-12-15 · GNU C++ (first AC) · Tags: constructive algorithms, math

[quality's solution](#)

1530.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[quality's solution](#)

1531.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · last AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[quality's solution](#)

1532.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · last AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[quality's solution](#)

1533.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[quality's solution](#)

1534.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[quality's solution](#)

1535.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · last AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[quality's solution](#)

1536.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[quality's solution](#)

1537.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[quality's solution](#)

1538.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[quality's solution](#)

1539.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-04-21 · last AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
[quality's solution](#)

1540.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[quality's solution](#)

1541.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, hashing
[quality's solution](#)

1542.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[quality's solution](#)

1543.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft
[quality's solution](#)

1544.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy
[quality's solution](#)

1545.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory
[quality's solution](#)

1546.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[quality's solution](#)

1547.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[quailty's solution](#)

1548.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[quailty's solution](#)

1549.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[quailty's solution](#)

1550.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[quailty's solution](#)

1551.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[quailty's solution](#)

1552.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[quailty's solution](#)

1553.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[quailty's solution](#)

1554.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[quailty's solution](#)

1555.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2017-12-28 · last AC: 2017-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[quailty's solution](#)

1556.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[quailty's solution](#)

1557.

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees

[quailty's solution](#)

1558.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[quailty's solution](#)

1559.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: binary search, data structures

[quailty's solution](#)

1560.

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: dp, hashing, string suffix structures, strings

[quailty's solution](#)

1561.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2017-07-03 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures

[quailty's solution](#)

1562.

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2017-06-02 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[quailty's solution](#)

1563.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2017-05-30 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[quailty's solution](#)

1564.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2017-05-29 · GNU C++11 (first AC) · Tags: number theory

[quailty's solution](#)

1565.

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: binary search, dp

[quailty's solution](#)

1566.

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2017-04-03 · GNU C++11 (first AC) · Tags: bitmasks, dp

[quailty's solution](#)

1567.

499D

[Name That Tune](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: dp, two pointers

[quality's solution](#)

1568.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2016-05-09 · last AC: 2017-02-20 · GNU C++11 (first AC) · Tags: bitmasks, graph matchings, graphs

[quality's solution](#)

1569.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: greedy

[quality's solution](#)

1570.

441E

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

Quality: 816 global accepts · Rating: 2400 · first AC: 2017-02-08 · last AC: 2017-02-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[quality's solution](#)

1571.

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: dp

[quality's solution](#)

1572.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: bitmasks, math, matrices, probabilities

[quality's solution](#)

1573.

758F

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

Quality: 713 global accepts · Rating: 2400 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[quality's solution](#)

1574.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2017-01-18 · GNU C++11 (first AC) · Tags: data structures, probabilities

[quality's solution](#)

1575.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-16 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[quality's solution](#)

1576.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[quality's solution](#)

1577.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[quality's solution](#)

1578.

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2016-09-09 · last AC: 2016-09-09 · GNU C++11 (first AC) · Tags: brute force, data structures

[quality's solution](#)

1579.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2016-09-03 · GNU C++11 (first AC) · Tags: data structures

[quality's solution](#)

1580.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[quality's solution](#)

1581.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[quality's solution](#)

1582.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[quality's solution](#)

1583.

690A3

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

Quality: 672 global accepts · Rating: 2400 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

1584.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[quality's solution](#)

1585.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2016-06-10 · GNU C++11 (first AC) · Tags: dp, matrices

[quality's solution](#)

1586.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2016-06-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[quality's solution](#)

1587.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[quality's solution](#)

1588.

529C

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

Rating: 2400 · first AC: 2016-05-31 · GNU C++11 (first AC) · Tags: data structures, sortings

[quailty's solution](#)

1589.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-05-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[quailty's solution](#)

1590.

668C

[Little Artem and Random Variable](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-26 · GNU C++11 (first AC) · Tags: math, probabilities

[quailty's solution](#)

1591.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2016-05-26 · GNU C++11 (first AC) · Tags: math

[quailty's solution](#)

1592.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[quailty's solution](#)

1593.

5E

[Bindian Signalizing](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: data structures

[quailty's solution](#)

1594.

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, two pointers

[quailty's solution](#)

1595.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2016-03-01 · last AC: 2016-03-01 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft, math

[quailty's solution](#)

1596.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[quailty's solution](#)

1597.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: dp

[quailty's solution](#)

1598.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[quailty's solution](#)

1599.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[quality's solution](#)

1600.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2400 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[quality's solution](#)

1601.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[quality's solution](#)

1602.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: geometry
[quality's solution](#)

1603.

586E

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: number theory
[quality's solution](#)

1604.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: dp, trees, two pointers
[quality's solution](#)

1605.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
[quality's solution](#)

1606.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths
[quality's solution](#)

1607.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: data structures, sortings
[quality's solution](#)

1608.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: dp, implementation
[quality's solution](#)

1609.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings
[quality's solution](#)

1610.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[quailty's solution](#)**1611.**

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-04-30 · last AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[quailty's solution](#)**1612.**

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[quailty's solution](#)**1613.**

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[quailty's solution](#)**1614.**

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[quailty's solution](#)**1615.**

989D

[A Shade of Moonlight](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2500 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math, sortings, two pointers

[quailty's solution](#)**1616.**

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[quailty's solution](#)**1617.**

912C

[Perun, Ult!](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2500 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[quailty's solution](#)**1618.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2017-12-28 · last AC: 2017-12-29 · GNU C++11 (first AC) · Tags: data structures

[quailty's solution](#)**1619.**

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms

[quailty's solution](#)

1620.

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: binary search, dp, math
[quality's solution](#)

1621.

883L

[Berland.Taxi](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 2500 · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: data structures
[quality's solution](#)

1622.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: divide and conquer, dp
[quality's solution](#)

1623.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: bitmasks, dp
[quality's solution](#)

1624.

832C

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

Quality: 480 global accepts · Rating: 2500 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: binary search, implementation, math
[quality's solution](#)

1625.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[quality's solution](#)

1626.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2017-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees
[quality's solution](#)

1627.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2017-05-30 · GNU C++11 (first AC) · Tags: dp
[quality's solution](#)

1628.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2017-05-29 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings
[quality's solution](#)

1629.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-12 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers
[quality's solution](#)

1630.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2017-03-27 · last AC: 2017-03-27 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[quality's solution](#)

1631.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2017-03-03 · GNU C++11 (first AC) · Tags: brute force, data structures
[quality's solution](#)

1632.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2017-03-03 · GNU C++11 (first AC) · Tags: dp, matrices
[quality's solution](#)

1633.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-02-27 · last AC: 2017-02-27 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees
[quality's solution](#)

1634.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2017-01-18 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math
[quality's solution](#)

1635.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: dp, trees
[quality's solution](#)

1636.

753C

[Interactive Bulls and Cows \(Hard\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2500 · first AC: 2016-12-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive
[quality's solution](#)

1637.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2016-12-04 · GNU C++11 (first AC) · Tags: binary search, graphs, matrices
[quality's solution](#)

1638.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: data structures
[quality's solution](#)

1639.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2016-11-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, math
[quality's solution](#)

1640.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2016-10-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures
[quality's solution](#)

1641.

712E

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

Quality: 697 global accepts · Rating: 2500 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: data structures, math, probabilities
[quality's solution](#)

1642.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: math, number theory
[quality's solution](#)

1643.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: data structures, implementation
[quality's solution](#)

1644.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: data structures, geometry
[quality's solution](#)

1645.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: combinatorics, strings
[quality's solution](#)

1646.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings
[quality's solution](#)

1647.

438C

[The Child and Polygon](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dp, geometry
[quality's solution](#)

1648.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: data structures, greedy
[quality's solution](#)

1649.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory
[quality's solution](#)

1650.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-29 · last AC: 2016-07-02 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings
[quality's solution](#)

1651.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2016-06-13 · last AC: 2016-06-16 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry
[quality's solution](#)

1652.

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2500 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: geometry, sortings
[quality's solution](#)

1653.

544E

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

Rating: 2500 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: bitmasks, dp
[quality's solution](#)

1654.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2016-05-27 · GNU C++11 (first AC) · Tags: binary search, implementation
[quality's solution](#)

1655.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2016-04-19 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search
[quality's solution](#)

1656.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[quality's solution](#)

1657.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: flows, graphs
[quality's solution](#)

1658.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[quality's solution](#)

1659.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: hashing, strings
[quality's solution](#)

1660.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: data structures, dfs and similar
[quality's solution](#)

1661.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2015-09-23 · last AC: 2015-10-10 · GNU C++11 (first AC) · Tags: data structures, hashing, strings
[quality's solution](#)

1662.

551E

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

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2015-06-12 · last AC: 2015-10-10 · GNU C++11 (first AC) · Tags: binary search, data

structures, implementation

[quality's solution](#)

1663.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[quality's solution](#)

1664.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[quality's solution](#)

1665.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2015-01-29 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[quality's solution](#)

1666.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer

[quality's solution](#)

1667.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · last AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[quality's solution](#)

1668.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[quality's solution](#)

1669.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-19 · last AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[quality's solution](#)

1670.

536C

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

Rating: 2600 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[quality's solution](#)

1671.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[quality's solution](#)

1672.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[quality's solution](#)

1673.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math
[quality's solution](#)

1674.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths
[quality's solution](#)

1675.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[quality's solution](#)

1676.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[quality's solution](#)

1677.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory
[quality's solution](#)

1678.

975E

[Hag's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[quality's solution](#)

1679.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[quality's solution](#)

1680.

919F

[A Game With Numbers](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2600 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: games, graphs, shortest paths
[quality's solution](#)

1681.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2017-11-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy
[quality's solution](#)

1682.

832E

[Vasya and Shifts](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: matrices
[quality's solution](#)

1683.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[quality's solution](#)

1684.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2017-06-02 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp
[quality's solution](#)

1685.

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2017-05-29 · GNU C++11 (first AC) · Tags: combinatorics, dp
[quality's solution](#)

1686.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2017-05-29 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings
[quality's solution](#)

1687.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs
[quality's solution](#)

1688.

763C

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

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-02-04 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory
[quality's solution](#)

1689.

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2600 · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation
[quality's solution](#)

1690.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[quality's solution](#)

1691.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-16 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy
[quality's solution](#)

1692.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft, strings, trees
[quality's solution](#)

1693.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[quality's solution](#)

1694.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2016-02-13 · last AC: 2016-11-18 · GNU C++11 (first AC) · Tags: math

[quality's solution](#)

1695.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[quality's solution](#)

1696.

382E

[Ksenia and Combinatorics](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2600 · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: combinatorics, dp

[quality's solution](#)

1697.

703E

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

Quality: 670 global accepts · Rating: 2600 · first AC: 2016-08-06 · GNU C++11 (first AC) · Tags: dp, number theory

[quality's solution](#)

1698.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[quality's solution](#)

1699.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2016-07-26 · last AC: 2016-07-26 · GNU C++11 (first AC) · Tags: combinatorics, dp

[quality's solution](#)

1700.

140F

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

Quality: 401 global accepts · Rating: 2600 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: geometry, sortings

[quality's solution](#)

1701.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[quality's solution](#)

1702.

690E2

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

Quality: 148 global accepts · Rating: 2600 · first AC: 2016-07-15 · last AC: 2016-07-15 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

1703.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: dp, probabilities

[quality's solution](#)

1704.

690B3

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

Quality: 111 global accepts · Rating: 2600 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: data structures

[quality's solution](#)

1705.

690B2

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

Quality: 232 global accepts · Rating: 2600 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: geometry

[quality's solution](#)

1706.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: data structures, trees

[quality's solution](#)

1707.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[quality's solution](#)

1708.

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2016-06-20 · GNU C++11 (first AC) · Tags: geometry, two pointers

[quality's solution](#)

1709.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: dp, geometry

[quality's solution](#)

1710.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2016-05-29 · GNU C++11 (first AC) · Tags: bitmasks, dp, trees

[quality's solution](#)

1711.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: dp, graphs

[quality's solution](#)

1712.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2016-05-07 · last AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[quality's solution](#)

1713.

8D

[Two Friends](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2600 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: binary search, geometry

[quality's solution](#)

1714.

2C

[Commentator problem](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: geometry

[quality's solution](#)

1715.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms

[quality's solution](#)

1716.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: brute force, dp

[quality's solution](#)

1717.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: greedy

[quality's solution](#)

1718.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp

[quality's solution](#)

1719.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[quality's solution](#)

1720.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: data structures, trees

[quality's solution](#)

1721.

485E

[Strange Sorting](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

1722.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[quality's solution](#)

1723.

958E3

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

Quality: 215 global accepts · Rating: 2700 · first AC: 2024-09-28 · last AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[quality's solution](#)

1724.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2022-07-08 · last AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[quality's solution](#)

1725.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[quality's solution](#)

1726.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[quality's solution](#)

1727.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[quality's solution](#)

1728.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths
[quality's solution](#)

1729.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs
[quality's solution](#)

1730.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[quality's solution](#)

1731.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[quality's solution](#)

1732.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
[quality's solution](#)

1733.

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers
[quality's solution](#)

1734.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry
[quality's solution](#)

1735.

982F

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

Quality: 223 global accepts · Rating: 2700 · first AC: 2018-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[quality's solution](#)

1736.

989E

[A Trance of Nightfall](#) · [Tutorial](#)

Quality: 280 global accepts · Rating: 2700 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry, matrices, probabilities
[quality's solution](#)

1737.

938F

[Erasing Substrings](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[quailty's solution](#)

1738.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: data structures, flows, graphs
[quailty's solution](#)

1739.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[quailty's solution](#)

1740.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2017-08-11 · GNU C++11 (first AC) · Tags: math, number theory
[quailty's solution](#)

1741.

812D

[Sagheer and Kindergarten](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2700 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees
[quailty's solution](#)

1742.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-04-17 · GNU C++11 (first AC) · Tags: combinatorics, dp
[quailty's solution](#)

1743.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms
[quailty's solution](#)

1744.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: data structures, math, matrices
[quailty's solution](#)

1745.

575C

[Party](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graph matchings
[quailty's solution](#)

1746.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees
[quailty's solution](#)

1747.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, data structures
[quailty's solution](#)

1748.

674E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Rating: 2700 · first AC: 2016-07-02 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees

[quality's solution](#)

1749.

592E

[BCPC](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2700 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: binary search, geometry, two pointers

[quality's solution](#)

1750.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2016-06-02 · GNU C++11 (first AC) · Tags: dp, greedy

[quality's solution](#)

1751.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2016-05-28 · GNU C++11 (first AC) · Tags: data structures, dsu

[quality's solution](#)

1752.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[quality's solution](#)

1753.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2015-12-10 · GNU C++ (first AC) · Tags: probabilities, shortest paths

[quality's solution](#)

1754.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-10 · last AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[quality's solution](#)

1755.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[quality's solution](#)

1756.

887E

[Little Brother](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2800 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings

[quality's solution](#)

1757.

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees

[quality's solution](#)

1758.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: math

[quality's solution](#)

1759.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[quality's solution](#)

1760.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2017-09-04 · last AC: 2017-09-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[quality's solution](#)

1761.

288E

[Polo the Penguin and Lucky Numbers](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2800 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: dp, implementation, math

[quality's solution](#)

1762.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2017-08-11 · GNU C++11 (first AC) · Tags: dp, games

[quality's solution](#)

1763.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2017-07-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, trees

[quality's solution](#)

1764.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[quality's solution](#)

1765.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: data structures

[quality's solution](#)

1766.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2017-03-28 · GNU C++11 (first AC) · Tags: dsu, math

[quality's solution](#)

1767.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2017-03-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[quality's solution](#)

1768.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[quality's solution](#)

1769.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: data structures

[quality's solution](#)

1770.

575E

[Spectator Riots](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2800 · first AC: 2017-02-06 · GNU C++11 (first AC) · Tags: geometry

[quality's solution](#)

1771.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: math, matrices

[quality's solution](#)

1772.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[quality's solution](#)

1773.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: data structures, dp

[quality's solution](#)

1774.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2016-06-24 · last AC: 2016-07-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[quality's solution](#)

1775.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2016-06-21 · GNU C++11 (first AC) · Tags: combinatorics, geometry, probabilities

[quality's solution](#)

1776.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2016-06-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[quality's solution](#)

1777.

493E

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

Quality: 517 global accepts · Rating: 2800 · first AC: 2016-05-30 · GNU C++11 (first AC) · Tags: math

[quality's solution](#)

1778.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2016-05-26 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[quality's solution](#)

1779.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: data structures, number theory

[quality's solution](#)

1780.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: dp
[quality's solution](#)

1781.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2016-05-03 · GNU C++11 (first AC) · Tags: binary search, dp, greedy
[quality's solution](#)

1782.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-08-07 · last AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
[quality's solution](#)

1783.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities
[quality's solution](#)

1784.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory
[quality's solution](#)

1785.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-05-28 · last AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, math
[quality's solution](#)

1786.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows
[quality's solution](#)

1787.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory
[quality's solution](#)

1788.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs
[quality's solution](#)

1789.

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: number theory
[quality's solution](#)

1790.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2017-06-02 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu
[quality's solution](#)

1791.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2017-06-02 · GNU C++11 (first AC) · Tags: data structures, dp
[quality's solution](#)

1792.

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2017-05-30 · last AC: 2017-05-30 · GNU C++11 (first AC) · Tags: geometry
[quality's solution](#)

1793.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2017-05-30 · GNU C++11 (first AC) · Tags: strings
[quality's solution](#)

1794.

763D

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

Quality: 646 global accepts · Rating: 2900 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees
[quality's solution](#)

1795.

718D

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

Quality: 494 global accepts · Rating: 2900 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: dp, hashing, trees
[quality's solution](#)

1796.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2017-02-24 · last AC: 2017-02-24 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp
[quality's solution](#)

1797.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2017-02-03 · last AC: 2017-02-04 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu
[quality's solution](#)

1798.

736E

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

Quality: 205 global accepts · Rating: 2900 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, greedy, math
[quality's solution](#)

1799.

478E

[Wavy numbers](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2900 · first AC: 2017-01-18 · last AC: 2017-01-18 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, meet-in-the-middle, sortings
[quality's solution](#)

1800.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
[quality's solution](#)

1801.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2016-12-04 · GNU C++11 (first AC) · Tags: dsu
[quality's solution](#)

1802.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: dp, flows, greedy
[quality's solution](#)

1803.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: flows
[quality's solution](#)

1804.

497D

[Gears](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2900 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: brute force, geometry, math
[quality's solution](#)

1805.

449E

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

Quality: 305 global accepts · Rating: 2900 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: dp, math, number theory
[quality's solution](#)

1806.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2016-07-02 · GNU C++11 (first AC) · Tags: binary search, math
[quality's solution](#)

1807.

674D

[Bearish Fanpages](#) · [Tutorial](#)

Rating: 2900 · first AC: 2016-06-21 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

1808.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: binary search, dp
[quality's solution](#)

1809.

603D

[Ruminations on Ruminants](#) · [Tutorial](#)

Quality: 361 global accepts · Rating: 2900 · first AC: 2015-12-23 · last AC: 2015-12-23 · GNU C++11 (first AC) · Tags: geometry, math
[quality's solution](#)

1810.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2020-04-26 · last AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[quality's solution](#)

1811.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2017-05-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[quailty's solution](#)

1812.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2017-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[quailty's solution](#)

1813.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers

[quailty's solution](#)

1814.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[quailty's solution](#)

1815.

792F

[Mages and Monsters](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3100 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: data structures, geometry

[quailty's solution](#)

1816.

442E

[Gena and Second Distance](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: 3100 · first AC: 2017-01-13 · GNU C++11 (first AC) · Tags: geometry

[quailty's solution](#)

1817.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: dp, math

[quailty's solution](#)

1818.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2016-07-10 · last AC: 2016-07-10 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[quailty's solution](#)

1819.

759E

[Byteland coins](#) · [Tutorial](#)

Rating: 3200 · first AC: 2017-01-24 · GNU C++11 (first AC) · Tags: dp, math

[quailty's solution](#)

1820.

744E

[Hongcow Masters the Cyclic Shift](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2017-01-21 · GNU C++11 (first AC) · Tags: strings, two pointers

[quailty's solution](#)

1821.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2017-01-16 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[quality's solution](#)

1822.

744D

[Hongcow Draws a Circle](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3200 · first AC: 2017-01-13 · GNU C++11 (first AC) · Tags: geometry

[quality's solution](#)

1823.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[quality's solution](#)

1824.

759F

[Long number](#) · [Tutorial](#)

Rating: 3400 · first AC: 2017-01-24 · GNU C++11 (first AC) · Tags: math

[quality's solution](#)

1825.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2017-05-12 · GNU C++11 (first AC) · Tags: data structures

[quality's solution](#)

1826.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[quality's solution](#)

1827.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[quality's solution](#)

1828.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[quality's solution](#)

1829.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[quality's solution](#)

1830.

105139K

[Points on the Number Axis B](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[quality's solution](#)

1831.

undefined403

[Scientific Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: *special

[quailty's solution](#)

1832.

undefined486

[Bulls and Cows](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: *special
[quailty's solution](#)

1833.

undefined131

[Hardwood floor](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: *special
[quailty's solution](#)

1834.

undefined132

[Another Chocolate Maniac](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[quailty's solution](#)

1835.

undefined380

[Synchronised Alpinism](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-04 · C++14 (GCC 6-32) (first AC) · Tags: *special
[quailty's solution](#)

1836.

undefined294

[He's Circles](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-04 · PyPy 3 (first AC) · Tags: —
[quailty's solution](#)

1837.

undefined465

[Fire Station Building](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: *special
[quailty's solution](#)

1838.

undefined136

[Erasing Edges](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: *special
[quailty's solution](#)

1839.

undefined441

[Set Division](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[quailty's solution](#)

1840.

undefined129

[Inheritance](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[quailty's solution](#)

1841.

undefined118

[Digital root](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: *special
[quailty's solution](#)

1842.

undefined499

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

Rating: — · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: *special

[quality's solution](#)

1843.

undefined277

[Heroes](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[quality's solution](#)

1844.

undefined228

[Archipelago](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[quality's solution](#)

1845.

undefined120

[Arhipelago](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[quality's solution](#)

1846.

undefined128

[Snake](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[quality's solution](#)

1847.

undefined309

[Real Fun](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[quality's solution](#)

1848.

undefined276

[Andrew's Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[quality's solution](#)

1849.

undefined253

[Theodore Roosevelt](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[quality's solution](#)

1850.

undefined514

[Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[quality's solution](#)

1851.

undefined417

[Heavy Disc](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[quality's solution](#)

1852.

undefined126

[Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-22 · C++14 (GCC 6-32) (first AC) · Tags: *special

[quality's solution](#)

1853.

undefined251

[Polymania](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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1878.

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1881.

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1882.

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1886.

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1888.

101673A

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1889.

101673J

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1890.

101673E

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1891.

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1893.

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1895.

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1896.

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1897.

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[Subsequence Sum Queries](#) · [Tutorial](#)

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1898.

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1899.

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1900.

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1901.

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1902.

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1903.

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1904.

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1905.

101630B

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1906.

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1907.

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1908.

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1909.

101620G

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1910.

101620H

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[quality's solution](#)

1911.

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-13 · GNU C++11 (first AC) · Tags: —
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1912.

101620F

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1913.

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[quality's solution](#)

1914.

101623K

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1915.

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1916.

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1917.

101623D

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[quality's solution](#)

1918.

101623H

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1919.

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[quality's solution](#)

1920.

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1921.

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1922.

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1923.

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1924.

101201B

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[quality's solution](#)

1925.

101201J

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[quality's solution](#)

1926.

101201G

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1927.

101201I

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1928.

101201H

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1929.

101201F

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1930.

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1931.

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1932.

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1933.

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1934.

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1935.

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1936.

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1937.

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1938.

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1939.

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1940.

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1941.

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1942.

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1943.

101564D

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1944.

101564J

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1945.

101564G

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1946.

101564C

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1947.

101564A

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1948.

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1949.

101615F

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1950.

101615M

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1951.

101615I

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1952.

101615C

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Rating: — · first AC: 2017-11-15 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

1953.

101615D

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Rating: — · first AC: 2017-11-15 · GNU C++11 (first AC) · Tags: —
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1954.

101615G

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[quality's solution](#)

1955.

101615E

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1956.

101615J

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1957.

101615L

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1958.

101615A

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1959.

101608L

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1960.

101608E

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1961.

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1962.

101608M

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Rating: — · first AC: 2017-11-14 · GNU C++11 (first AC) · Tags: —
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1963.

101608G

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Rating: — · first AC: 2017-11-14 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

1964.

101608D

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Rating: — · first AC: 2017-11-14 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

1965.

101608C

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Rating: — · first AC: 2017-11-14 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

1966.

101608B

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Rating: — · first AC: 2017-11-14 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

1967.

101608A

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1968.

101612H

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

1969.

101612E

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

1970.

101612L

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Rating: — · first AC: 2017-11-12 · last AC: 2017-11-12 · GNU C++11 (first AC) · Tags: —
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1971.

101612I

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[quality's solution](#)

1972.

101612C

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

1973.

101612K

[Kotlin Island](#) · [Tutorial](#)

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

1974.

101612B

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Rating: — · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

1975.

101612A

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1976.

101611I

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1977.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: —
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1978.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

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1979.

101611F

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Rating: — · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: —
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1980.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: —
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1981.

101611D

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Rating: — · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: —
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1982.

101611A

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Rating: — · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: —
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1983.

101606H

[Hiking](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

1984.

101606G

[Gentlebots](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —
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1985.

101606K

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1986.

101606B

[Breaking Biscuits](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

1987.

101606E

[Education](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

1988.

101606F

[Flipping Coins](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

1989.

101606D

[Deranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

1990.

101606L

[Lizard Lounge](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

1991.

101606A

[Alien Sunset](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

1992.

101606C

[Cued In](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

1993.

101606J

[Just A Minim](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

1994.

101606I

[I Work All Day](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

1995.

101597H

[Compass](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

1996.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

1997.

101597I

[The Secret](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

1998.

101597D

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

Rating: — · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

1999.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · last AC: 2017-11-02 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2000.

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2001.

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2002.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2003.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2004.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2005.

101063E

[Mars Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2006.

101063A

[Giant Snail Maze](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2007.

101063I

[Lazy Painting](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2008.

101063K

[Dire, Dire Docks](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2009.

101063G

[Job List](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2010.

101063B

[Martian Sunrise](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · last AC: 2017-10-19 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2011.

101063J

[The Keys](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2012.

101063H

[Reporting on Mars](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2013.

101063C

[Sleep Buddies](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2014.

101063F

[Bandejao](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2015.

101550H

[Highest Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2016.

101550K

[Keeping the Dogs Apart](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2017.

101550A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2018.

101550B

[Bless You Autocorrect!](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2019.

101550C

[Card Hand Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2020.

101550E

[Exponial](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2021.

101550F

[Fleecing the Raffle](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2022.

101550G

[Game Rank](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2023.

101550D

[Daydreaming Stockbroker](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2024.

101550J

[Jumbled Compass](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2025.

101196H

[Vin Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2026.

101196F

[Removal Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2027.

101196G

[That's One Hanoi-ed Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2028.

101196D

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

Rating: — · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2029.

101196B

[Foosball Dynasty](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2030.

101196E

[Red Rover](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2031.

101196I

[Waif Until Dark](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2032.

101196C

[The Key to Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2033.

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2034.

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2035.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2036.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2037.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2038.

101572D

[Distinctive Character](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2039.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2040.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2041.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2042.

100851C

[Cactus Jubilee](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2043.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2044.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-13 · last AC: 2017-10-13 · PyPy 3 (first AC) · Tags: —
[quality's solution](#)

2045.

100851L

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

Rating: — · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2046.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2047.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2048.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2049.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2050.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2051.

101522F

[Frustrating Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-27 · GNU C++ (first AC) · Tags: —

[quality's solution](#)

2052.

101522J

[Juicy Candies](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-27 · GNU C++ (first AC) · Tags: —

[quality's solution](#)

2053.

101522D

[Distribution of Days](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2054.

101522A

[Ambiguous Dates](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2055.

101522K

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2056.

101522I

[Inverted Signs](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2057.

101522H

[Hit!](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2058.

101522C

[Cheering](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2059.

101522B

[Bacteria Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2060.

399A

[Pages](#) · [Tutorial](#)

Quality: 4,232 global accepts · Rating: — · first AC: 2017-07-27 · GNU C++11 (first AC) · Tags: implementation

[quality's solution](#)

2061.

101350L

[All's Wall That Ends Wall](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-15 · last AC: 2017-07-15 · GNU C++ (first AC) · Tags: —

[quality's solution](#)

2062.

101243B

[Hanoi tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · Java 8 (first AC) · Tags: —

[quailty's solution](#)

2063.

101243F

[Vitamins](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2064.

101243E

[Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2065.

101243C

[Desktop](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2066.

101243J

[Architect of Your Own Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2067.

101243H

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2068.

101243D

[Weather Station](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2069.

101243G

[Sphenic numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2070.

101243A

[Fried Fish](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2071.

101234J

[Zero Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-07 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2072.

101234B

[Bored Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-07 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2073.

101234C

[Crazy Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-07 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2074.

101234G

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

Rating: — · first AC: 2017-04-07 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2075.

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-07 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2076.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-05 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2077.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-05 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2078.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-05 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2079.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-05 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2080.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-05 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2081.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-05 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2082.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-05 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2083.

101291C

[Buggy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2084.

101291J

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2085.

101291D

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2086.

101291I

[Mismatched Socks](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2087.

101291E

[Contest Score](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2088.

101291L

[Three Square](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2089.

101291H

[Islands](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2090.

101291M

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2091.

101291K

[Six Sides](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2092.

101291B

[Barbells](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2093.

101291G

[Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2094.

101291F

[Equality](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2095.

101291A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2096.

101257I

[K, Push.](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2097.

101257A

[The Fault in Our Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2098.

101257C

[Arcade](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2099.

101257G

[24](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2100.

101257B

[2Trees](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2101.

101257H

[Card](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2102.

101257E

[Another Step-by-Step Pupil](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2103.

101257D

[!Hasan](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2104.

101306G

[Pick Your Team](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-01 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2105.

101306E

[Secret Passage](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-01 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2106.

101306F

[Wifi Trees](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-01 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2107.

101306D

[Translation](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-01 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2108.

101306C

[Art Museum](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-01 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2109.

101306B

[Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-01 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2110.

101306A

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

Rating: — · first AC: 2017-04-01 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2111.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2112.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2113.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2114.

101170K

[Kiwi Trees](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2115.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2116.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2117.

101170E

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

Rating: — · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2118.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2119.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2120.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-25 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2121.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-25 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2122.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-25 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2123.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-25 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2124.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-25 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2125.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-25 · Java 8 (first AC) · Tags: —
[quality's solution](#)

2126.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-25 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2127.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-25 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2128.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-25 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2129.

101164E

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2130.

101164C

[Castle](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2131.

101164G

[Pokemons](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2132.

101164H

[Pub crawl](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2133.

101164D

[Reading Digits](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2134.

101164F

[Letters](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2135.

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-11 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2136.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-11 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2137.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-11 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2138.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-11 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2139.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-11 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2140.

101149D

[Behind the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2141.

101149L

[Right Build](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2142.

101149F

[The Weakest Sith](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2143.

101149K

[Revenge of the Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2144.

101149M

[Ex Machina](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2145.

101149G

[Of Zorcs and Axes](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2146.

101149J

[Panoramic Photography](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2147.

101149H

[Streets of Working Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2148.

101149I

[It's the Police](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2149.

101149E

[The Best among Equals](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2150.

101149C

[Mathematical Field of Experiments](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2151.

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2152.

101149A

[Balls in Urn](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2153.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2154.

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2155.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2156.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2157.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2158.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2159.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2160.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2161.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2162.

101147K

[Touristic Trip](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · last AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2163.

101147F

[Bishops Alliance](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2164.

101147A

[The game of Osho](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2165.

101147C

[The Wall](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2166.

101147I

[On the way to the park](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2167.

101147B

[Street](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2168.

101147J

[Whistle's New Car](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2169.

101147G

[The Galactic Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2170.

101147H

[Commandos](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2171.

101147E

[Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2172.

101147D

[Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2173.

101104B

[Bowling](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2174.

101104G

[Decompression](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2175.

101104J

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2176.

101104L

[Sightseeing](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2177.

101104H

[Rummikub](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2178.

101104F

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2179.

101104E

[The Bavarian Beer Party](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2180.

101104I

[Make it Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2181.

101104K

[Lucky Light](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2182.

101104D

[Digital Friends](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2183.

101116M

[Two Cowsheds](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2184.

101116L

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

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2185.

101116D

[Double Elimination](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2186.

101116K

[Mixing Bowls](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2187.

101116C

[Card Collecting](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2188.

101116G

[Ground Defense](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2189.

101116H

[Hunter's Apprentice](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2190.

101116F

[Flight Plan](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2191.

101116J

[Jurisdiction Disenchantment](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2192.

101116E

[Election of Evil](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2193.

101116A

[Assembly Required](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2194.

101116I

[Ingenious Lottery Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2195.

101116B

[Bulbs](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2196.

100357H

[Straight or Flush](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · Java 8 (first AC) · Tags: —
[quality's solution](#)

2197.

101124E

[Dance Party](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2198.

101124A

[The Baguette Master](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2199.

101124D

[Checkmate with Bishop and Knight](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2200.

101124I

[Odd Factor \(64 MB ML!\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2201.

101124H

[Kids' Play](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2202.

101124K

[Average Speed](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2203.

101124C

[Old Chess Sets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2204.

101124L

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2205.

101124M

[A multiplication game](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2206.

100357C

[Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2207.

101078H

[Pie Division](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2208.

101064J

[King of Tokyo](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2209.

101090E

[Ant and apples](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2210.

101090A

[HHPaint](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2211.

101090I

[Painting the natural numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · last AC: 2016-09-16 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2212.

101090B

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · Java 8 (first AC) · Tags: —
[quality's solution](#)

2213.

101090H

[The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2214.

101090L

[Closing the Loop](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2215.

101090K

[Parquet](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2216.

101090J

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · GNU C++ (first AC) · Tags: —

[quality's solution](#)

2217.

101090G

[Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · GNU C++ (first AC) · Tags: —

[quality's solution](#)

2218.

101078E

[Clocks](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2219.

101078G

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2220.

101078B

[Top 2000](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2221.

101078C

[The Twin Tower](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2222.

101078J

[Wrong Answer](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2223.

101078F

[Maze Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2224.

101078L

[01](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2225.

101078I

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2226.

101078D

[Collatz](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2227.

101078A

[Gene Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2228.

101081A

[Card Show](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2229.

101081J

[Optimized RPG](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2230.

101081B

[Random Run](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2231.

101081F

[Auction of Services](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2232.

101081G

[7168 – SMOK](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2233.

101081H

[Warsaw University](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2234.

101081C

[Salt Mine](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2235.

101081E

[Polish Fortress](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2236.

101081K

[Pope's work](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2237.

101081I

[Polish Solidarity](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2238.

101081D

[Fire Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: —

[quality's solution](#)

2239.

101064B

[Buffaloes](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · last AC: 2016-09-08 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2240.

101064A

[Renzo and the lost artifact](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2241.

101064I

[Protecting the Central Park](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2242.

101064E

[A Word to Trump All](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2243.

101064L

[The Knapsack problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2244.

101064H

[Pop Divas](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2245.

101064G

[The Declaration of Independence](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2246.

101064D

[Black Hills golden jewels](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2247.

101064F

[Metal detector](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2248.

101064C

[Cahokia ruins](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2249.

101064K

[Mount Rushmore and Birthdays](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2250.

100357E

[Yet Another Game with Words](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2251.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2252.

100827D

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2253.

100827C

[Containment](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2254.

100827G

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2255.

100827K

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2256.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2257.

100827I

[Salary Inequity](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2258.

100827H

[Pushups](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2259.

100827E

[Hill Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2260.

100827F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2261.

100827L

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2262.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-14 · last AC: 2016-07-07 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2263.

100443D

[Decoding the Hallway](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-10 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2264.

100927D

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-12 · Java 8 (first AC) · Tags: —

[quality's solution](#)

2265.

100883H

[tourists](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-17 · last AC: 2016-04-04 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2266.

100947J

[Killing everything](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2267.

100947H

[Phobia](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2268.

100947K

[Jpeg](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2269.

100947I

[What a Mess](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2270.

100947E

[Qwerty78 Trip](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2271.

100947G

[Square Spiral Search](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2272.

100947F

[black-white](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2273.

100947D

[The Three Kings of Asgard](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2274.

100947C

[Rotate It !!](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2275.

100947B

[8 Queens, Again!!](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2276.

100947A

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2277.

100825B

[Delete This!](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2278.

100883A

[Random Fightings](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2279.

100883I

[Teleportia](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2280.

100883E

[xortion](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2281.

100883D

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2282.

100883C

[Too Many Coins](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2283.

100883G

[Count Mix Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2284.

100883J

[palprime](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2285.

100883F

[Print Mix Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2286.

100883B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2287.

100814C

[Connecting Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · last AC: 2016-01-19 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2288.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2289.

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2290.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2291.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2292.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2293.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++ (first AC) · Tags: —

[quailty's solution](#)

2294.

100796C

[Minimax Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2295.

100796E

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

Rating: — · first AC: 2015-11-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2296.

100796K

[Profact](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2297.

100796I

[Shell Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2298.

100796D

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2299.

100796H

[Game of Corners](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2300.

100796G

[Robot Walk](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2301.

100796F

[Unusual Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2302.

100796L

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2303.

100796A

[AHB](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2304.

100814M

[Building Force Fields](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2305.

100814L

[Candy Jars](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2306.

100814J

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: —
[quailty's solution](#)

2307.

100814E

[Palmyra](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2308.

100814G

[It is all about wisdom](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2309.

100814K

[PhD math](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2310.

100814A

[Arcade Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2311.

100814D

[Frozen Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2312.

100814B

[Unlucky Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: —
[quailty's solution](#)

2313.

100814F

[Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2314.

100814I

[Salem](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2315.

100812I

[Dragon Delivers](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2316.

100812B

[Set of Tasks](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2317.

100812E

[World of Knights](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2318.

100812J

[Feeling of Comradeship](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2319.

100812F

[Graveyard of Bandits](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2320.

100812D

[Dream of Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2321.

100812L

[Knights without Fear and Reproach](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2322.

100443G

[VivoParc](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2323.

100443H

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2324.

100443F

[Odd and Even Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2325.

100443I

[Trending Topic](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2326.

100443C

[Shopping Malls](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2327.

100733G

[No Negations](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2328.

100733B

[Ascencion](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2329.

100733F

[Cosmic timeline](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2330.

100733H

[Designation in the Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2331.

100733C

[Death Report](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2332.

100733D

[Little thief Shi](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2333.

100733E

[Shi's throne](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2334.

100733A

[Shitália](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2335.

100155E

[The Swapping Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-09 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2336.

100155B

[No Name](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-09 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2337.

100155G

[Archery](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-09 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2338.

100155A

[The New President](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-09 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2339.

100155I

[Contest Hall Preparation](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-09 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2340.

100155C

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

Rating: — · first AC: 2015-08-09 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2341.

100155D

[Kids Love Candies](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-09 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2342.

100500B

[Conference Room](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2343.

100500A

[Poetry Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2344.

100500E

[IBM Chill Zone](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2345.

100500I

[Hall of Fame](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2346.

100500H

[ICPC Quest](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2347.

100500F

[Door Lock](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2348.

100500C

[ICPC Giveaways](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2349.

100500D

[T-shirts](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2350.

100500J

[Bye Bye Russia](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2351.

100676G

[G. Training Camp](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-19 · last AC: 2015-07-19 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2352.

100676H

[H. Capital City](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-19 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2353.

100676F

[F. Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-19 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2354.

100676C

[C. Memory is Full](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-19 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2355.

100676E

[E. Time Limit Exceeded?](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-19 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2356.

100676D

[D. Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-19 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2357.

100676B

[B. Three Angles](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-19 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2358.

100676A

[A. Relational Operator](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-19 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2359.

100712L

[Alternating Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-17 · GNU C++11 (first AC) · Tags: —

[quailty's solution](#)

2360.

100712D

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

Rating: — · first AC: 2015-07-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2361.

100712I

[Bahosain and Digits](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2362.

100712H

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2363.

100712F

[Travelling Salesman](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2364.

100712G

[Heavy Coins](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2365.

100712J

[Candy](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2366.

100712B

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

Rating: — · first AC: 2015-07-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2367.

100712K

[Runtime Error](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2368.

100712E

[Epic Professor](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2369.

100712C

[Street Lamps](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-17 · GNU C++11 (first AC) · Tags: —
[quailty's solution](#)

2370.

100712A

[Who Is The Winner](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-17 · GNU C++11 (first AC) · Tags: —

[quality's solution](#)

2371.

100642A

[Babs' Box Boutique](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2372.

100642C

[Hexagon Perplexagon](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2373.

100642D

[I've Got Your Back\(gammon\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2374.

100642B

[Flash Mob](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2375.

100609J

[John's Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2376.

100609H

[High security](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2377.

100609B

[Black Square](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2378.

100609F

[Flat](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —
[quality's solution](#)

2379.

100609D

[Dice](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2380.

100609A

[Automated Telephone Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++ (first AC) · Tags: —
[quality's solution](#)

2381.

100685K

[Key to Magica's diary](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: —

[quality's solution](#)

2382.

100685A

[Ariel](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: —

[quality's solution](#)

2383.

100685F

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