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Unique solved — qwerty787788

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

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

Filters: none

Count: 1,901

- 1.**
2157A
[Dungeon Equilibrium](#) · [Tutorial](#)
Quality: 16,487 global accepts · Rating: 800 · first AC: 2025-11-23 · Rust 2024 (first AC) · Tags: greedy, implementation, sortings
[qwerty787788's solution](#)
- 2.**
2147A
[Shortest Increasing Path](#) · [Tutorial](#)
Quality: 18,626 global accepts · Rating: 800 · first AC: 2025-09-20 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy
[qwerty787788's solution](#)
- 3.**
71A
[Way Too Long Words](#) · [Tutorial](#)
Quality: 503,153 global accepts · Rating: 800 · first AC: 2025-08-17 · Rust 2021 (first AC) · Tags: strings
[qwerty787788's solution](#)
- 4.**
2122A
[Greedy Grid](#) · [Tutorial](#)
Quality: 19,202 global accepts · Rating: 800 · first AC: 2025-07-19 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy
[qwerty787788's solution](#)
- 5.**
110A
[Nearly Lucky Number](#) · [Tutorial](#)
Quality: 199,475 global accepts · Rating: 800 · first AC: 2025-07-19 · Rust 2021 (first AC) · Tags: implementation
[qwerty787788's solution](#)
- 6.**
2096A
[Wonderful Sticks](#) · [Tutorial](#)
Quality: 20,571 global accepts · Rating: 800 · first AC: 2025-04-19 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy
[qwerty787788's solution](#)
- 7.**
4A
[Watermelon](#) · [Tutorial](#)
Quality: 687,689 global accepts · Rating: 800 · first AC: 2011-08-10 · last AC: 2025-03-09 · MS C++ (first AC) · Tags: brute force, math
[qwerty787788's solution](#)
- 8.**
2062A
[String](#) · [Tutorial](#)
Quality: 28,276 global accepts · Rating: 800 · first AC: 2025-01-26 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math, strings
[qwerty787788's solution](#)
- 9.**
2036B
[Startup](#) · [Tutorial](#)
Quality: 29,739 global accepts · Rating: 800 · first AC: 2024-11-16 · Rust 2021 (first AC) · Tags: greedy, sortings
[qwerty787788's solution](#)
- 10.**
2036A
[Quintomania](#) · [Tutorial](#)

Quality: 40,689 global accepts · Rating: 800 · first AC: 2024-11-16 · last AC: 2024-11-16 · Rust 2021 (first AC) · Tags: implementation
[qwerty787788's solution](#)

11.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,846 global accepts · Rating: 800 · first AC: 2024-10-27 · Rust 2021 (first AC) · Tags: implementation, math
[qwerty787788's solution](#)

12.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,329 global accepts · Rating: 800 · first AC: 2024-06-22 · Rust 2021 (first AC) · Tags: binary search, greedy, math, ternary search
[qwerty787788's solution](#)

13.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,622 global accepts · Rating: 800 · first AC: 2024-06-22 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, sortings
[qwerty787788's solution](#)

14.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation, math, number theory
[qwerty787788's solution](#)

15.

1845A

[Forbidden Integer](#) · [Tutorial](#)

Quality: 47,332 global accepts · Rating: 800 · first AC: 2023-12-30 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation, math, number theory
[qwerty787788's solution](#)

16.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,254 global accepts · Rating: 800 · first AC: 2023-12-29 · Rust 2021 (first AC) · Tags: math
[qwerty787788's solution](#)

17.

1899A

[Game with Integers](#) · [Tutorial](#)

Quality: 92,707 global accepts · Rating: 800 · first AC: 2023-12-29 · last AC: 2023-12-29 · Rust 2021 (first AC) · Tags: games, math, number theory
[qwerty787788's solution](#)

18.

1881A

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

Quality: 59,288 global accepts · Rating: 800 · first AC: 2023-12-28 · Rust 2021 (first AC) · Tags: brute force, strings
[qwerty787788's solution](#)

19.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,753 global accepts · Rating: 800 · first AC: 2023-12-28 · last AC: 2023-12-28 · Rust 2021 (first AC) · Tags: implementation
[qwerty787788's solution](#)

20.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-27 · last AC: 2023-12-28 · Rust 2021 (first AC) · Tags: implementation, strings
[qwerty787788's solution](#)

21.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,295 global accepts · Rating: 800 · first AC: 2023-11-25 · Rust 2021 (first AC) · Tags: sortings

[qwerty787788's solution](#)

22.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,216 global accepts · Rating: 800 · first AC: 2023-09-26 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[qwerty787788's solution](#)

23.

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,642 global accepts · Rating: 800 · first AC: 2023-09-26 · Rust 2021 (first AC) · Tags: greedy

[qwerty787788's solution](#)

24.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[qwerty787788's solution](#)

25.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,049 global accepts · Rating: 800 · first AC: 2023-08-02 · Rust 2021 (first AC) · Tags: implementation, strings, two pointers

[qwerty787788's solution](#)

26.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,493 global accepts · Rating: 800 · first AC: 2023-07-17 · Rust 2021 (first AC) · Tags: bitmasks, combinatorics, math, trees

[qwerty787788's solution](#)

27.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-17 · Rust 2021 (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

28.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,700 global accepts · Rating: 800 · first AC: 2023-03-23 · Rust 2021 (first AC) · Tags: implementation

[qwerty787788's solution](#)

29.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · Rust 2021 (first AC) · Tags: geometry, greedy, math

[qwerty787788's solution](#)

30.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, two pointers

[qwerty787788's solution](#)

31.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,064 global accepts · Rating: 800 · first AC: 2022-10-15 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[qwerty787788's solution](#)

32.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,650 global accepts · Rating: 800 · first AC: 2022-07-31 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy
[qwerty787788's solution](#)

33.

1699A

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

Quality: 24,779 global accepts · Rating: 800 · first AC: 2022-07-04 · Rust 2021 (first AC) · Tags: constructive algorithms, math
[qwerty787788's solution](#)

34.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · Rust 2021 (first AC) · Tags: bitmasks, greedy
[qwerty787788's solution](#)

35.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,932 global accepts · Rating: 800 · first AC: 2022-06-07 · Rust 2021 (first AC) · Tags: greedy, implementation
[qwerty787788's solution](#)

36.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,092 global accepts · Rating: 800 · first AC: 2022-06-07 · Rust 2021 (first AC) · Tags: data structures, greedy, implementation
[qwerty787788's solution](#)

37.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,628 global accepts · Rating: 800 · first AC: 2022-06-07 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy
[qwerty787788's solution](#)

38.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · Rust 2021 (first AC) · Tags: constructive algorithms, math
[qwerty787788's solution](#)

39.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · Rust 2021 (first AC) · Tags: constructive algorithms, games, math, strings
[qwerty787788's solution](#)

40.

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 800 · first AC: 2022-04-28 · Rust 2021 (first AC) · Tags: brute force, geometry, implementation
[qwerty787788's solution](#)

41.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 800 · first AC: 2022-04-23 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation
[qwerty787788's solution](#)

42.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-04-23 · Rust 2021 (first AC) · Tags: games, implementation, math
[qwerty787788's solution](#)

43.

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,474 global accepts · Rating: 800 · first AC: 2022-04-21 · Rust 2021 (first AC) · Tags: greedy, implementation, math
[qwerty787788's solution](#)

44.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,521 global accepts · Rating: 800 · first AC: 2022-04-21 · Rust 2021 (first AC) · Tags: implementation
[qwerty787788's solution](#)

45.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,540 global accepts · Rating: 800 · first AC: 2022-04-21 · Rust 2021 (first AC) · Tags: implementation, sortings
[qwerty787788's solution](#)

46.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,753 global accepts · Rating: 800 · first AC: 2022-03-31 · Rust 2021 (first AC) · Tags: math
[qwerty787788's solution](#)

47.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-03-31 · Rust 2021 (first AC) · Tags: greedy, math
[qwerty787788's solution](#)

48.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-03-27 · Rust 2021 (first AC) · Tags: combinatorics, math, number theory
[qwerty787788's solution](#)

49.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation, math
[qwerty787788's solution](#)

50.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · Rust 2021 (first AC) · Tags: math, sortings
[qwerty787788's solution](#)

51.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-21 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy
[qwerty787788's solution](#)

52.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 800 · first AC: 2022-03-21 · Rust 2021 (first AC) · Tags: implementation
[qwerty787788's solution](#)

53.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-21 · Rust 2021 (first AC) · Tags: strings
[qwerty787788's solution](#)

54.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-21 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, sortings
[qwerty787788's solution](#)

55.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-21 · Rust 2021 (first AC) · Tags: implementation, math
[qwerty787788's solution](#)

56.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,118 global accepts · Rating: 800 · first AC: 2022-02-16 · Rust 2021 (first AC) · Tags: math
[qwerty787788's solution](#)

57.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · last AC: 2022-02-14 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math
[qwerty787788's solution](#)

58.

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2022-02-13 · Rust 2021 (first AC) · Tags: greedy, implementation, strings
[qwerty787788's solution](#)

59.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2022-02-13 · Rust 2021 (first AC) · Tags: implementation, math
[qwerty787788's solution](#)

60.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,133 global accepts · Rating: 800 · first AC: 2022-02-12 · Rust 2021 (first AC) · Tags: brute force, sortings
[qwerty787788's solution](#)

61.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,684 global accepts · Rating: 800 · first AC: 2022-02-12 · Rust 2021 (first AC) · Tags: implementation, strings
[qwerty787788's solution](#)

62.

1585A

[Life of a Flower](#) · [Tutorial](#)

Quality: 18,917 global accepts · Rating: 800 · first AC: 2022-02-10 · Rust 2021 (first AC) · Tags: implementation
[qwerty787788's solution](#)

63.

1617A

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

Quality: 17,007 global accepts · Rating: 800 · first AC: 2022-02-10 · last AC: 2022-02-10 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[qwerty787788's solution](#)

64.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,020 global accepts · Rating: 800 · first AC: 2022-02-08 · Rust 2021 (first AC) · Tags: brute force

[qwerty787788's solution](#)

65.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · Rust 2021 (first AC) · Tags: greedy, strings

[qwerty787788's solution](#)

66.

1632A

[ABC](#) · [Tutorial](#)

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[qwerty787788's solution](#)

67.

1626A

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

Quality: 30,876 global accepts · Rating: 800 · first AC: 2022-01-16 · Rust 2021 (first AC) · Tags: constructive algorithms, sortings

[qwerty787788's solution](#)

68.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation

[qwerty787788's solution](#)

69.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2022-01-13 · Rust 2021 (first AC) · Tags: greedy, math

[qwerty787788's solution](#)

70.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,828 global accepts · Rating: 800 · first AC: 2021-12-30 · Rust 2021 (first AC) · Tags: implementation

[qwerty787788's solution](#)

71.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · Rust 2021 (first AC) · Tags: brute force, implementation, math

[qwerty787788's solution](#)

72.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,154 global accepts · Rating: 800 · first AC: 2021-12-18 · Rust 2021 (first AC) · Tags: constructive algorithms, dsu, implementation

[qwerty787788's solution](#)

73.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-15 · Rust 2021 (first AC) · Tags: implementation

[qwerty787788's solution](#)

74.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,380 global accepts · Rating: 800 · first AC: 2021-12-14 · Rust 2021 (first AC) · Tags: math, sortings

[qwerty787788's solution](#)

75.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · Rust (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[qwerty787788's solution](#)

76.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,260 global accepts · Rating: 800 · first AC: 2021-08-14 · Rust (first AC) · Tags: math, number theory

[qwerty787788's solution](#)

77.

1552A

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

Quality: 25,340 global accepts · Rating: 800 · first AC: 2021-07-25 · Rust (first AC) · Tags: sortings, strings

[qwerty787788's solution](#)

78.

1544B

[Putting Plates](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · Rust (first AC) · Tags: constructive algorithms

[qwerty787788's solution](#)

79.

1544A

[Binary Decimal](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · Rust (first AC) · Tags: math

[qwerty787788's solution](#)

80.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · Rust (first AC) · Tags: brute force, implementation

[qwerty787788's solution](#)

81.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · Rust (first AC) · Tags: implementation

[qwerty787788's solution](#)

82.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · Java 11 (first AC) · Tags: dp, greedy

[qwerty787788's solution](#)

83.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · Java 11 (first AC) · Tags: brute force, geometry, math

[qwerty787788's solution](#)

84.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · Java 11 (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

85.

1392A

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

Quality: 21,743 global accepts · Rating: 800 · first AC: 2020-08-16 · Java 11 (first AC) · Tags: greedy, math

[qwerty787788's solution](#)

86.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-06-05 · Java 11 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[qwerty787788's solution](#)

87.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · Java 8 (first AC) · Tags: implementation, strings

[qwerty787788's solution](#)

88.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 800 · first AC: 2019-12-29 · Java 8 (first AC) · Tags: games, greedy, math

[qwerty787788's solution](#)

89.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: greedy, implementation, math

[qwerty787788's solution](#)

90.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: greedy

[qwerty787788's solution](#)

91.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,802 global accepts · Rating: 800 · first AC: 2019-01-04 · Java 8 (first AC) · Tags: brute force, implementation

[qwerty787788's solution](#)

92.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

93.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · Java 8 (first AC) · Tags: brute force, implementation

[qwerty787788's solution](#)

94.

855A

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

Quality: 27,334 global accepts · Rating: 800 · first AC: 2017-09-24 · Java 8 (first AC) · Tags: brute force, implementation, strings

[qwerty787788's solution](#)

95.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2017-05-13 · Java 8 (first AC) · Tags: brute force, implementation

[qwerty787788's solution](#)

96.

755A

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

Quality: 19,784 global accepts · Rating: 800 · first AC: 2017-01-15 · Java 8 (first AC) · Tags: brute force, graphs, math, number theory

[qwerty787788's solution](#)

97.

750A

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

Quality: 92,546 global accepts · Rating: 800 · first AC: 2016-12-30 · Java 8 (first AC) · Tags: binary search, brute force, implementation, math

[qwerty787788's solution](#)

98.

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2016-05-25 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[qwerty787788's solution](#)

99.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · Java 8 (first AC) · Tags: implementation

[qwerty787788's solution](#)

100.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: implementation

[qwerty787788's solution](#)

101.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: constructive algorithms, math

[qwerty787788's solution](#)

102.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,548 global accepts · Rating: 800 · first AC: 2014-12-01 · Java 7 (first AC) · Tags: implementation

[qwerty787788's solution](#)

103.

472A

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

Quality: 70,766 global accepts · Rating: 800 · first AC: 2014-09-28 · Java 7 (first AC) · Tags: math, number theory

[qwerty787788's solution](#)

104.

467A

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

Quality: 155,912 global accepts · Rating: 800 · first AC: 2014-09-18 · Java 7 (first AC) · Tags: implementation

[qwerty787788's solution](#)

105.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,910 global accepts · Rating: 800 · first AC: 2014-07-17 · Java 7 (first AC) · Tags: implementation

[qwerty787788's solution](#)

106.

386A

[Second-Price Auction](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 800 · first AC: 2014-01-16 · Java 7 (first AC) · Tags: implementation

[qwerty787788's solution](#)

107.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,291 global accepts · Rating: 800 · first AC: 2013-08-26 · Java 7 (first AC) · Tags: greedy, implementation, sortings, strings

[qwerty787788's solution](#)

108.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,423 global accepts · Rating: 800 · first AC: 2013-07-24 · Java 7 (first AC) · Tags: implementation

[qwerty787788's solution](#)

109.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,664 global accepts · Rating: 800 · first AC: 2013-07-22 · Java 7 (first AC) · Tags: math, probabilities

[qwerty787788's solution](#)

110.

306A

[Candies](#) · [Tutorial](#)

Quality: 8,175 global accepts · Rating: 800 · first AC: 2013-05-11 · Java 7 (first AC) · Tags: implementation

[qwerty787788's solution](#)

111.

294A

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

Quality: 28,389 global accepts · Rating: 800 · first AC: 2013-04-07 · Java 7 (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

112.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,199 global accepts · Rating: 800 · first AC: 2013-03-13 · Java 7 (first AC) · Tags: implementation

[qwerty787788's solution](#)

113.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,708 global accepts · Rating: 800 · first AC: 2013-02-11 · Java 7 (first AC) · Tags: brute force

[qwerty787788's solution](#)

114.

266A

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

Quality: 244,516 global accepts · Rating: 800 · first AC: 2013-02-01 · Java 7 (first AC) · Tags: implementation

[qwerty787788's solution](#)

115.

268A

[Games](#) · [Tutorial](#)

Quality: 104,194 global accepts · Rating: 800 · first AC: 2013-01-28 · Java 7 (first AC) · Tags: brute force

[qwerty787788's solution](#)

116.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,516 global accepts · Rating: 800 · first AC: 2012-04-03 · Java 7 (first AC) · Tags: *special, brute force, implementation

[qwerty787788's solution](#)

117.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,380 global accepts · Rating: 800 · first AC: 2012-03-10 · Java 6 (first AC) · Tags: constructive algorithms, implementation, math

[qwerty787788's solution](#)

118.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,414 global accepts · Rating: 800 · first AC: 2012-03-03 · MS C++ (first AC) · Tags: *special, implementation

[qwerty787788's solution](#)

119.

144A

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

Quality: 121,377 global accepts · Rating: 800 · first AC: 2012-01-18 · MS C++ (first AC) · Tags: implementation

[qwerty787788's solution](#)

120.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,503 global accepts · Rating: 800 · first AC: 2011-12-09 · MS C++ (first AC) · Tags: implementation

[qwerty787788's solution](#)

121.

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,154 global accepts · Rating: 800 · first AC: 2011-08-07 · Delphi (first AC) · Tags: implementation

[qwerty787788's solution](#)

122.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,846 global accepts · Rating: 900 · first AC: 2025-11-23 · Rust 2024 (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

123.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,749 global accepts · Rating: 900 · first AC: 2025-01-26 · Rust 2021 (first AC) · Tags: greedy, math

[qwerty787788's solution](#)

124.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[qwerty787788's solution](#)

125.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,528 global accepts · Rating: 900 · first AC: 2024-05-18 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, math

[qwerty787788's solution](#)

126.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,568 global accepts · Rating: 900 · first AC: 2024-04-06 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[qwerty787788's solution](#)

127.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-25 · Rust 2021 (first AC) · Tags: greedy, strings, two pointers

[qwerty787788's solution](#)

128.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,630 global accepts · Rating: 900 · first AC: 2023-09-26 · Rust 2021 (first AC) · Tags: math

[qwerty787788's solution](#)

129.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,850 global accepts · Rating: 900 · first AC: 2022-10-07 · Rust 2021 (first AC) · Tags: greedy, implementation, strings

[qwerty787788's solution](#)

130.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,529 global accepts · Rating: 900 · first AC: 2022-09-06 · Rust 2021 (first AC) · Tags: greedy, math

[qwerty787788's solution](#)

131.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,309 global accepts · Rating: 900 · first AC: 2022-06-25 · Rust 2021 (first AC) · Tags: greedy

[qwerty787788's solution](#)

132.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,162 global accepts · Rating: 900 · first AC: 2022-05-20 · Rust 2021 (first AC) · Tags: brute force, greedy, math, number theory

[qwerty787788's solution](#)

133.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2022-02-11 · last AC: 2022-02-11 · Rust 2021 (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

134.

1585B

[Array Eversion](#) · [Tutorial](#)

Quality: 16,136 global accepts · Rating: 900 · first AC: 2022-02-10 · Rust 2021 (first AC) · Tags: greedy

[qwerty787788's solution](#)

135.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · Rust 2021 (first AC) · Tags: greedy, implementation, math, number theory

[qwerty787788's solution](#)

136.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · Java 11 (first AC) · Tags: math, sortings

[qwerty787788's solution](#)

137.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-21 · Java 8 (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

138.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 900 · first AC: 2019-08-27 · Java 8 (first AC) · Tags: math

[qwerty787788's solution](#)

139.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · Java 8 (first AC) · Tags: math

[qwerty787788's solution](#)

140.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,447 global accepts · Rating: 900 · first AC: 2018-11-10 · Java 8 (first AC) · Tags: graphs

[qwerty787788's solution](#)

141.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · Java 8 (first AC) · Tags: brute force, implementation, strings

[qwerty787788's solution](#)

142.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · Java 8 (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

143.

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-19 · Java 7 (first AC) · Tags: brute force, implementation, sortings

[qwerty787788's solution](#)

144.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · Java 8 (first AC) · Tags: implementation

[qwerty787788's solution](#)

145.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: implementation, strings

[qwerty787788's solution](#)

146.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,021 global accepts · Rating: 900 · first AC: 2014-08-20 · Java 7 (first AC) · Tags: brute force, implementation, math

[qwerty787788's solution](#)

147.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,686 global accepts · Rating: 900 · first AC: 2014-07-24 · Java 7 (first AC) · Tags: implementation

[qwerty787788's solution](#)

148.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,621 global accepts · Rating: 900 · first AC: 2014-06-04 · Java 7 (first AC) · Tags: greedy, implementation

[qwerty787788's solution](#)

149.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2014-01-30 · Java 7 (first AC) · Tags: implementation

[qwerty787788's solution](#)

150.

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2013-11-29 · Java 7 (first AC) · Tags: greedy, implementation

[qwerty787788's solution](#)

151.

11A

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

Quality: 15,494 global accepts · Rating: 900 · first AC: 2013-07-23 · Java 7 (first AC) · Tags: constructive algorithms, implementation, math

[qwerty787788's solution](#)

152.

10A

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

Quality: 8,345 global accepts · Rating: 900 · first AC: 2013-07-23 · Java 7 (first AC) · Tags: implementation

[qwerty787788's solution](#)

153.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,062 global accepts · Rating: 900 · first AC: 2013-02-24 · Java 6 (first AC) · Tags: implementation

[qwerty787788's solution](#)

154.

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,558 global accepts · Rating: 900 · first AC: 2013-01-12 · Java 7 (first AC) · Tags: math, number theory

[qwerty787788's solution](#)

155.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,159 global accepts · Rating: 900 · first AC: 2012-08-06 · Java 7 (first AC) · Tags: brute force, implementation

[qwerty787788's solution](#)

156.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 900 · first AC: 2012-03-09 · Java 6 (first AC) · Tags: implementation

[qwerty787788's solution](#)

157.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,982 global accepts · Rating: 900 · first AC: 2012-02-10 · MS C++ (first AC) · Tags: greedy, implementation, sortings

[qwerty787788's solution](#)

158.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,734 global accepts · Rating: 900 · first AC: 2012-01-28 · MS C++ (first AC) · Tags: number theory

[qwerty787788's solution](#)

159.

137A

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

Quality: 7,834 global accepts · Rating: 900 · first AC: 2011-12-16 · MS C++ (first AC) · Tags: implementation

[qwerty787788's solution](#)

160.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 124,993 global accepts · Rating: 900 · first AC: 2011-12-03 · MS C++ (first AC) · Tags: implementation

[qwerty787788's solution](#)

161.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,208 global accepts · Rating: 900 · first AC: 2011-11-15 · MS C++ (first AC) · Tags: implementation

[qwerty787788's solution](#)

162.

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,590 global accepts · Rating: 900 · first AC: 2011-11-09 · MS C++ (first AC) · Tags: geometry

[qwerty787788's solution](#)

163.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,843 global accepts · Rating: 900 · first AC: 2010-03-27 · MS C++ (first AC) · Tags: brute force, geometry

[qwerty787788's solution](#)

164.

96A

[Football](#) · [Tutorial](#)

Quality: 193,633 global accepts · Rating: 900 · first AC: 2011-07-08 · last AC: 2011-07-08 · Delphi (first AC) · Tags: implementation, strings

[qwerty787788's solution](#)

165.

2147B

[Multiple Construction](#) · [Tutorial](#)

Quality: 16,954 global accepts · Rating: 1000 · first AC: 2025-09-20 · Rust 2024 (first AC) · Tags: constructive algorithms

[qwerty787788's solution](#)

166.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · Rust 2021 (first AC) · Tags: constructive algorithms, math, number theory

[qwerty787788's solution](#)

167.

1876A

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

Quality: 34,907 global accepts · Rating: 1000 · first AC: 2023-10-08 · Rust 2021 (first AC) · Tags: greedy, sortings

[qwerty787788's solution](#)

168.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,558 global accepts · Rating: 1000 · first AC: 2023-08-02 · Rust 2021 (first AC) · Tags: combinatorics, math, two pointers

[qwerty787788's solution](#)

169.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · Rust 2021 (first AC) · Tags: brute force, greedy, sortings

[qwerty787788's solution](#)

170.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,908 global accepts · Rating: 1000 · first AC: 2022-07-31 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation

[qwerty787788's solution](#)

171.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,017 global accepts · Rating: 1000 · first AC: 2022-06-07 · Rust 2021 (first AC) · Tags: implementation, two pointers

[qwerty787788's solution](#)

172.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2022-02-12 · Rust 2021 (first AC) · Tags: brute force, sortings

[qwerty787788's solution](#)

173.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · Rust 2021 (first AC) · Tags: constructive algorithms

[qwerty787788's solution](#)

174.

1632B

[Roof Construction](#) · [Tutorial](#)

Quality: 31,531 global accepts · Rating: 1000 · first AC: 2022-01-30 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms

[qwerty787788's solution](#)

175.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,469 global accepts · Rating: 1000 · first AC: 2021-12-18 · Rust 2021 (first AC) · Tags: geometry, greedy, math

[qwerty787788's solution](#)

176.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-21 · Java 8 (first AC) · Tags: constructive algorithms, number theory

[qwerty787788's solution](#)

177.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · Java 8 (first AC) · Tags: constructive algorithms, math

[qwerty787788's solution](#)

178.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · Java 8 (first AC) · Tags: chinese remainder theorem, math

[qwerty787788's solution](#)

179.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

180.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-05-27 · Java 8 (first AC) · Tags: sortings

[qwerty787788's solution](#)

181.

757A

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

Quality: 11,819 global accepts · Rating: 1000 · first AC: 2017-01-12 · Java 8 (first AC) · Tags: implementation

[qwerty787788's solution](#)

182.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · Java 8 (first AC) · Tags: *special, constructive algorithms

[qwerty787788's solution](#)

183.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-18 · Java 8 (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

184.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-01-23 · Java 8 (first AC) · Tags: greedy, implementation, sortings

[qwerty787788's solution](#)

185.

500A

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

Quality: 62,684 global accepts · Rating: 1000 · first AC: 2014-12-30 · Java 8 (first AC) · Tags: dfs and similar, graphs, implementation

[qwerty787788's solution](#)

186.

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2014-05-30 · Java 7 (first AC) · Tags: implementation

[qwerty787788's solution](#)

187.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,205 global accepts · Rating: 1000 · first AC: 2014-03-19 · Java 7 (first AC) · Tags: implementation

[qwerty787788's solution](#)

188.

385A

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

Quality: 17,323 global accepts · Rating: 1000 · first AC: 2014-01-24 · Java 7 (first AC) · Tags: brute force, greedy, implementation

[qwerty787788's solution](#)

189.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,687 global accepts · Rating: 1000 · first AC: 2014-01-19 · Java 7 (first AC) · Tags: sortings

[qwerty787788's solution](#)

190.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1000 · first AC: 2013-12-08 · Java 7 (first AC) · Tags: greedy, implementation, math

[qwerty787788's solution](#)

191.

339B

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

Quality: 81,366 global accepts · Rating: 1000 · first AC: 2013-08-26 · Java 7 (first AC) · Tags: implementation

[qwerty787788's solution](#)

192.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2013-08-11 · Java 7 (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

193.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,679 global accepts · Rating: 1000 · first AC: 2013-08-09 · Java 7 (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

194.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,782 global accepts · Rating: 1000 · first AC: 2013-01-28 · Java 7 (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

195.

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2012-04-28 · Java 7 (first AC) · Tags: greedy

[qwerty787788's solution](#)

196.

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2012-04-28 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

197.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,501 global accepts · Rating: 1000 · first AC: 2011-12-24 · MS C++ (first AC) · Tags: implementation

[qwerty787788's solution](#)

198.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,037 global accepts · Rating: 1000 · first AC: 2011-12-16 · MS C++ (first AC) · Tags: greedy

[qwerty787788's solution](#)

199.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,966 global accepts · Rating: 1000 · first AC: 2011-11-25 · MS C++ (first AC) · Tags: implementation, strings

[qwerty787788's solution](#)

200.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,428 global accepts · Rating: 1000 · first AC: 2011-11-09 · MS C++ (first AC) · Tags: implementation

[qwerty787788's solution](#)

201.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1000 · first AC: 2011-10-27 · MS C++ (first AC) · Tags: brute force, implementation

[qwerty787788's solution](#)

202.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,781 global accepts · Rating: 1000 · first AC: 2011-10-27 · MS C++ (first AC) · Tags: brute force, number theory

[qwerty787788's solution](#)

203.

125B

[Simple XML](#) · [Tutorial](#)

Quality: 3,711 global accepts · Rating: 1000 · first AC: 2011-10-29 · MS C++ (first AC) · Tags: implementation

[qwerty787788's solution](#)

204.

75A

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

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2011-04-13 · MS C++ (first AC) · Tags: implementation

[qwerty787788's solution](#)

205.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1000 · first AC: 2011-10-18 · MS C++ (first AC) · Tags: brute force, implementation, math

[qwerty787788's solution](#)

206.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,580 global accepts · Rating: 1000 · first AC: 2011-10-07 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[qwerty787788's solution](#)

207.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,396 global accepts · Rating: 1000 · first AC: 2011-10-07 · MS C++ (first AC) · Tags: implementation, strings

[qwerty787788's solution](#)

208.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2011-08-23 · Delphi (first AC) · Tags: implementation, strings

[qwerty787788's solution](#)

209.

5A

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

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2011-08-21 · Delphi (first AC) · Tags: implementation

[qwerty787788's solution](#)

210.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2011-08-19 · last AC: 2011-08-19 · Delphi (first AC) · Tags: brute force, implementation

[qwerty787788's solution](#)

211.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2011-08-19 · last AC: 2011-08-19 · Delphi (first AC) · Tags: implementation

[qwerty787788's solution](#)

212.

3A

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

Quality: 22,140 global accepts · Rating: 1000 · first AC: 2011-08-09 · Delphi (first AC) · Tags: greedy, shortest paths

[qwerty787788's solution](#)

213.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,165 global accepts · Rating: 1000 · first AC: 2011-08-07 · Delphi (first AC) · Tags: math

[qwerty787788's solution](#)

214.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,939 global accepts · Rating: 1000 · first AC: 2011-08-03 · Delphi (first AC) · Tags: implementation

[qwerty787788's solution](#)

215.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · Rust 2021 (first AC) · Tags: greedy, math

[qwerty787788's solution](#)

216.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · Rust 2021 (first AC) · Tags: greedy, math, sortings

[qwerty787788's solution](#)

217.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,721 global accepts · Rating: 1100 · first AC: 2023-08-02 · Rust 2021 (first AC) · Tags: bitmasks, combinatorics, math

[qwerty787788's solution](#)

218.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2023-01-18 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[qwerty787788's solution](#)

219.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, math
[qwerty787788's solution](#)

220.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, sortings
[qwerty787788's solution](#)

221.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, implementation
[qwerty787788's solution](#)

222.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-21 · Rust 2021 (first AC) · Tags: implementation
[qwerty787788's solution](#)

223.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,601 global accepts · Rating: 1100 · first AC: 2022-04-21 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy, two pointers
[qwerty787788's solution](#)

224.

1656B

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

Quality: 26,802 global accepts · Rating: 1100 · first AC: 2022-03-24 · Rust 2021 (first AC) · Tags: data structures, greedy, math, two pointers
[qwerty787788's solution](#)

225.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,135 global accepts · Rating: 1100 · first AC: 2022-02-16 · Rust 2021 (first AC) · Tags: bitmasks, math
[qwerty787788's solution](#)

226.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · Rust 2021 (first AC) · Tags: data structures, math, sortings
[qwerty787788's solution](#)

227.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · Rust 2021 (first AC) · Tags: brute force, dp, greedy, math
[qwerty787788's solution](#)

228.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-30 · Rust 2021 (first AC) · Tags: greedy, strings
[qwerty787788's solution](#)

229.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · last AC: 2021-12-28 · Rust 2021 (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[qwerty787788's solution](#)

230.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · Rust 2021 (first AC) · Tags: implementation, strings

[qwerty787788's solution](#)

231.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · Rust (first AC) · Tags: greedy, implementation, math

[qwerty787788's solution](#)

232.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · Rust (first AC) · Tags: constructive algorithms

[qwerty787788's solution](#)

233.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · Java 11 (first AC) · Tags: constructive algorithms, math

[qwerty787788's solution](#)

234.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: greedy, implementation

[qwerty787788's solution](#)

235.

1033B

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

Quality: 11,952 global accepts · Rating: 1100 · first AC: 2018-10-07 · Java 8 (first AC) · Tags: math, number theory

[qwerty787788's solution](#)

236.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · Java 8 (first AC) · Tags: brute force, implementation

[qwerty787788's solution](#)

237.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-02-18 · Java 8 (first AC) · Tags: data structures, implementation

[qwerty787788's solution](#)

238.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · Java 8 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[qwerty787788's solution](#)

239.

754B

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

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · Java 8 (first AC) · Tags: brute force, implementation

[qwerty787788's solution](#)

240.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · Java 8 (first AC) · Tags: brute force, math, number theory
[qwerty787788's solution](#)

241.

618B

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

Quality: 8,323 global accepts · Rating: 1100 · first AC: 2016-01-29 · Java 8 (first AC) · Tags: constructive algorithms
[qwerty787788's solution](#)

242.

558A

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

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-07-14 · Java 8 (first AC) · Tags: brute force, implementation, sortings
[qwerty787788's solution](#)

243.

522B

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

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-07 · Java 8 (first AC) · Tags: *special, data structures, dp, implementation
[qwerty787788's solution](#)

244.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2015-01-27 · Java 8 (first AC) · Tags: brute force
[qwerty787788's solution](#)

245.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,186 global accepts · Rating: 1100 · first AC: 2014-10-16 · Java 8 (first AC) · Tags: implementation
[qwerty787788's solution](#)

246.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · Java 7 (first AC) · Tags: implementation
[qwerty787788's solution](#)

247.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-26 · Java 7 (first AC) · Tags: implementation
[qwerty787788's solution](#)

248.

467B

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

Quality: 42,847 global accepts · Rating: 1100 · first AC: 2014-09-18 · Java 7 (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[qwerty787788's solution](#)

249.

382A

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

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2014-01-17 · Java 7 (first AC) · Tags: greedy, implementation
[qwerty787788's solution](#)

250.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,352 global accepts · Rating: 1100 · first AC: 2013-07-24 · Java 7 (first AC) · Tags: greedy, implementation, sortings
[qwerty787788's solution](#)

251.

12B

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

Quality: 9,669 global accepts · Rating: 1100 · first AC: 2013-07-24 · Java 7 (first AC) · Tags: implementation, sortings
[qwerty787788's solution](#)

252.

331C1

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

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2013-07-17 · last AC: 2013-07-17 · Java 7 (first AC) · Tags: dp
[qwerty787788's solution](#)

253.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: greedy
[qwerty787788's solution](#)

254.

300A

[Array](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 1100 · first AC: 2013-04-25 · Java 7 (first AC) · Tags: brute force, constructive algorithms, implementation
[qwerty787788's solution](#)

255.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: implementation
[qwerty787788's solution](#)

256.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2013-01-08 · Java 7 (first AC) · Tags: greedy, implementation, sortings
[qwerty787788's solution](#)

257.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2012-12-22 · Java 7 (first AC) · Tags: greedy, math
[qwerty787788's solution](#)

258.

196A

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

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-06-12 · Java 7 (first AC) · Tags: greedy, strings
[qwerty787788's solution](#)

259.

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 1100 · first AC: 2012-04-28 · Java 7 (first AC) · Tags: greedy
[qwerty787788's solution](#)

260.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,002 global accepts · Rating: 1100 · first AC: 2012-03-23 · MS C++ (first AC) · Tags: binary search, implementation, sortings
[qwerty787788's solution](#)

261.

162A

[Pentagonal numbers](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 1100 · first AC: 2012-03-18 · Factor (first AC) · Tags: *special, implementation
[qwerty787788's solution](#)

262.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,803 global accepts · Rating: 1100 · first AC: 2012-03-03 · MS C++ (first AC) · Tags: *special, greedy, implementation
[qwerty787788's solution](#)

263.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2010-04-01 · last AC: 2012-02-01 · MS C++ (first AC) · Tags: brute force, constructive algorithms
[qwerty787788's solution](#)

264.

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,328 global accepts · Rating: 1100 · first AC: 2011-12-09 · MS C++ (first AC) · Tags: implementation, math
[qwerty787788's solution](#)

265.

122C

[Lucky Sum](#) · [Tutorial](#)

Rating: 1100 · first AC: 2011-10-27 · MS C++ (first AC) · Tags: brute force, math
[qwerty787788's solution](#)

266.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2010-08-02 · MS C++ (first AC) · Tags: implementation
[qwerty787788's solution](#)

267.

120C

[Winnie-the-Pooh and honey](#) · [Tutorial](#)

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2011-10-18 · MS C++ (first AC) · Tags: implementation, math
[qwerty787788's solution](#)

268.

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2011-10-18 · MS C++ (first AC) · Tags: implementation
[qwerty787788's solution](#)

269.

6B

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

Quality: 14,824 global accepts · Rating: 1100 · first AC: 2010-03-27 · MS C++ (first AC) · Tags: implementation
[qwerty787788's solution](#)

270.

104B

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

Rating: 1100 · first AC: 2011-08-07 · Delphi (first AC) · Tags: math
[qwerty787788's solution](#)

271.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · Rust 2021 (first AC) · Tags: brute force, math
[qwerty787788's solution](#)

272.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy
[qwerty787788's solution](#)

273.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · Rust 2021 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[qwerty787788's solution](#)

274.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · Rust 2021 (first AC) · Tags: bitmasks, greedy, math

[qwerty787788's solution](#)

275.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,689 global accepts · Rating: 1200 · first AC: 2023-07-17 · Rust 2021 (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[qwerty787788's solution](#)

276.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,788 global accepts · Rating: 1200 · first AC: 2022-07-31 · Rust 2021 (first AC) · Tags: greedy, implementation, sortings

[qwerty787788's solution](#)

277.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,425 global accepts · Rating: 1200 · first AC: 2022-05-20 · Rust 2021 (first AC) · Tags: data structures, implementation

[qwerty787788's solution](#)

278.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · Rust 2021 (first AC) · Tags: dfs and similar, implementation

[qwerty787788's solution](#)

279.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,252 global accepts · Rating: 1200 · first AC: 2022-04-21 · Rust 2021 (first AC) · Tags: data structures, math, strings

[qwerty787788's solution](#)

280.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · Rust 2021 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[qwerty787788's solution](#)

281.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · Rust 2021 (first AC) · Tags: brute force, greedy, sortings

[qwerty787788's solution](#)

282.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · Rust 2021 (first AC) · Tags: greedy, implementation

[qwerty787788's solution](#)

283.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · Rust (first AC) · Tags: brute force, constructive algorithms, trees

[qwerty787788's solution](#)

284.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-08-14 · Rust (first AC) · Tags: bitmasks, brute force, dp, greedy

[qwerty787788's solution](#)

285.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · Rust (first AC) · Tags: binary search, sortings

[qwerty787788's solution](#)

286.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · Java 11 (first AC) · Tags: greedy, implementation

[qwerty787788's solution](#)

287.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · Java 11 (first AC) · Tags: constructive algorithms, greedy

[qwerty787788's solution](#)

288.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,441 global accepts · Rating: 1200 · first AC: 2020-06-05 · Java 11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[qwerty787788's solution](#)

289.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math

[qwerty787788's solution](#)

290.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,706 global accepts · Rating: 1200 · first AC: 2019-08-18 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math

[qwerty787788's solution](#)

291.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,943 global accepts · Rating: 1200 · first AC: 2019-01-04 · Java 8 (first AC) · Tags: bitmasks, brute force, dp

[qwerty787788's solution](#)

292.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: implementation

[qwerty787788's solution](#)

293.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · Java 8 (first AC) · Tags: brute force, implementation

[qwerty787788's solution](#)

294.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-12-05 · Kotlin 1.4 (first AC) · Tags: brute force, implementation

[qwerty787788's solution](#)

295.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,269 global accepts · Rating: 1200 · first AC: 2017-05-13 · Java 8 (first AC) · Tags: geometry, math

[qwerty787788's solution](#)

296.

754A

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

Quality: 9,373 global accepts · Rating: 1200 · first AC: 2017-01-06 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[qwerty787788's solution](#)

297.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[qwerty787788's solution](#)

298.

645B

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

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · Java 7 (first AC) · Tags: greedy, math

[qwerty787788's solution](#)

299.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · Java 7 (first AC) · Tags: brute force, constructive algorithms, implementation

[qwerty787788's solution](#)

300.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2015-06-18 · Java 8 (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

301.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2015-03-07 · Java 8 (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[qwerty787788's solution](#)

302.

492B

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

Quality: 90,179 global accepts · Rating: 1200 · first AC: 2014-12-01 · Java 7 (first AC) · Tags: binary search, implementation, math, sortings

[qwerty787788's solution](#)

303.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,735 global accepts · Rating: 1200 · first AC: 2014-11-17 · Java 7 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[qwerty787788's solution](#)

304.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2014-11-17 · Java 7 (first AC) · Tags: greedy, implementation, sortings

[qwerty787788's solution](#)

305.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · Java 8 (first AC) · Tags: constructive algorithms, greedy
[qwerty787788's solution](#)

306.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,015 global accepts · Rating: 1200 · first AC: 2014-09-12 · Java 7 (first AC) · Tags: implementation
[qwerty787788's solution](#)

307.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,404 global accepts · Rating: 1200 · first AC: 2014-08-15 · Java 7 (first AC) · Tags: implementation
[qwerty787788's solution](#)

308.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2014-06-04 · Java 7 (first AC) · Tags: implementation, sortings
[qwerty787788's solution](#)

309.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2014-01-30 · Java 7 (first AC) · Tags: brute force, greedy, two pointers
[qwerty787788's solution](#)

310.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,833 global accepts · Rating: 1200 · first AC: 2014-01-24 · Java 7 (first AC) · Tags: brute force, greedy, implementation, math, strings
[qwerty787788's solution](#)

311.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2013-07-22 · Java 7 (first AC) · Tags: brute force, geometry, implementation
[qwerty787788's solution](#)

312.

9C

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

Quality: 14,346 global accepts · Rating: 1200 · first AC: 2013-07-22 · Java 7 (first AC) · Tags: brute force, implementation, math
[qwerty787788's solution](#)

313.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2013-07-21 · Java 7 (first AC) · Tags: strings
[qwerty787788's solution](#)

314.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,511 global accepts · Rating: 1200 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: graphs, implementation
[qwerty787788's solution](#)

315.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2013-03-30 · Java 7 (first AC) · Tags: *special, constructive algorithms
[qwerty787788's solution](#)

316.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,330 global accepts · Rating: 1200 · first AC: 2012-08-18 · Java 7 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[qwerty787788's solution](#)

317.

216A

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

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2012-08-14 · Java 7 (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

318.

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-04-03 · Java 7 (first AC) · Tags: *special, implementation, number theory

[qwerty787788's solution](#)

319.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2012-01-22 · MS C++ (first AC) · Tags: greedy, implementation

[qwerty787788's solution](#)

320.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1200 · first AC: 2012-01-02 · MS C++ (first AC) · Tags: greedy

[qwerty787788's solution](#)

321.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2011-12-03 · MS C++ (first AC) · Tags: implementation

[qwerty787788's solution](#)

322.

131B

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

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2011-11-25 · MS C++ (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

323.

6C

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

Quality: 17,472 global accepts · Rating: 1200 · first AC: 2010-03-27 · MS C++ (first AC) · Tags: greedy, two pointers

[qwerty787788's solution](#)

324.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2011-08-21 · Delphi (first AC) · Tags: implementation, strings

[qwerty787788's solution](#)

325.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2011-08-20 · Delphi (first AC) · Tags: constructive algorithms, greedy

[qwerty787788's solution](#)

326.

102C

[Homework](#) · [Tutorial](#)

Rating: 1200 · first AC: 2011-08-03 · Delphi (first AC) · Tags: greedy

[qwerty787788's solution](#)

327.

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2011-08-03 · Delphi (first AC) · Tags: brute force

[qwerty787788's solution](#)

328.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,827 global accepts · Rating: 1300 · first AC: 2024-05-18 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[qwerty787788's solution](#)

329.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · Rust 2021 (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[qwerty787788's solution](#)

330.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 1300 · first AC: 2023-07-17 · Rust 2021 (first AC) · Tags: brute force, implementation, math

[qwerty787788's solution](#)

331.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qwerty787788's solution](#)

332.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · Rust 2021 (first AC) · Tags: binary search, implementation, math

[qwerty787788's solution](#)

333.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · Rust 2021 (first AC) · Tags: data structures, dsu, graphs, greedy

[qwerty787788's solution](#)

334.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · Rust 2021 (first AC) · Tags: greedy

[qwerty787788's solution](#)

335.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,105 global accepts · Rating: 1300 · first AC: 2022-04-21 · Rust 2021 (first AC) · Tags: bitmasks, greedy, math

[qwerty787788's solution](#)

336.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · Rust 2021 (first AC) · Tags: brute force, greedy, math

[qwerty787788's solution](#)

337.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,013 global accepts · Rating: 1300 · first AC: 2022-03-31 · Rust 2021 (first AC) · Tags: dp, greedy, strings

[qwerty787788's solution](#)

338.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · Rust 2021 (first AC) · Tags: data structures, dsu, graphs, math
[qwerty787788's solution](#)

339.

1585C

[Minimize Distance](#) · [Tutorial](#)

Quality: 12,821 global accepts · Rating: 1300 · first AC: 2022-02-10 · Rust 2021 (first AC) · Tags: greedy
[qwerty787788's solution](#)

340.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · Rust 2021 (first AC) · Tags: games, greedy, sortings
[qwerty787788's solution](#)

341.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2022-01-13 · Rust 2021 (first AC) · Tags: bitmasks, greedy, math
[qwerty787788's solution](#)

342.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · Rust (first AC) · Tags: constructive algorithms, math, number theory
[qwerty787788's solution](#)

343.

1563A

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

Rating: 1300 · first AC: 2021-08-22 · Rust (first AC) · Tags: math
[qwerty787788's solution](#)

344.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-08-14 · last AC: 2021-08-14 · Rust (first AC) · Tags: brute force, dp, hashing, implementation, strings
[qwerty787788's solution](#)

345.

1534C

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

Quality: 13,807 global accepts · Rating: 1300 · first AC: 2021-06-13 · Rust (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[qwerty787788's solution](#)

346.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · Java 11 (first AC) · Tags: dp, greedy, strings
[qwerty787788's solution](#)

347.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-15 · Java 11 (first AC) · Tags: constructive algorithms, greedy, sortings
[qwerty787788's solution](#)

348.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-21 · Java 8 (first AC) · Tags: combinatorics, greedy, math
[qwerty787788's solution](#)

349.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · Java 8 (first AC) · Tags: greedy

[qwerty787788's solution](#)

350.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,772 global accepts · Rating: 1300 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: data structures, sortings, two pointers

[qwerty787788's solution](#)

351.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: implementation, math, number theory

[qwerty787788's solution](#)

352.

1119B

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

Quality: 16,365 global accepts · Rating: 1300 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: binary search, flows, greedy, sortings

[qwerty787788's solution](#)

353.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · Java 8 (first AC) · Tags: dsu, implementation

[qwerty787788's solution](#)

354.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · Java 8 (first AC) · Tags: dp, greedy, strings

[qwerty787788's solution](#)

355.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,877 global accepts · Rating: 1300 · first AC: 2018-09-02 · Java 8 (first AC) · Tags: greedy

[qwerty787788's solution](#)

356.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math

[qwerty787788's solution](#)

357.

755C

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

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2017-01-15 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[qwerty787788's solution](#)

358.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · Java 8 (first AC) · Tags: geometry, implementation

[qwerty787788's solution](#)

359.

653B

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

Quality: 5,334 global accepts · Rating: 1300 · first AC: 2016-03-19 · Java 7 (first AC) · Tags: brute force, dfs and similar, dp, strings

[qwerty787788's solution](#)

360.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 1300 · first AC: 2016-02-28 · Java 7 (first AC) · Tags: constructive algorithms, implementation
[qwerty787788's solution](#)

361.

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · Java 8 (first AC) · Tags: brute force, constructive algorithms, math, number theory
[qwerty787788's solution](#)

362.

611B

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

Quality: 11,063 global accepts · Rating: 1300 · first AC: 2015-12-30 · Java 8 (first AC) · Tags: bitmasks, brute force, implementation
[qwerty787788's solution](#)

363.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · Java 8 (first AC) · Tags: implementation, math, number theory
[qwerty787788's solution](#)

364.

558B

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

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2015-07-14 · Java 7 (first AC) · Tags: implementation
[qwerty787788's solution](#)

365.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: brute force, implementation
[qwerty787788's solution](#)

366.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2015-01-27 · Java 8 (first AC) · Tags: greedy, math, strings
[qwerty787788's solution](#)

367.

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2014-12-03 · Java 7 (first AC) · Tags: implementation
[qwerty787788's solution](#)

368.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,258 global accepts · Rating: 1300 · first AC: 2014-10-16 · Java 8 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[qwerty787788's solution](#)

369.

472B

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

Quality: 7,646 global accepts · Rating: 1300 · first AC: 2014-09-28 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

370.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2014-09-26 · Java 7 (first AC) · Tags: implementation, sortings

[qwerty787788's solution](#)

371.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,483 global accepts · Rating: 1300 · first AC: 2014-08-15 · Java 7 (first AC) · Tags: combinatorics, implementation, sortings

[qwerty787788's solution](#)

372.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,862 global accepts · Rating: 1300 · first AC: 2014-07-24 · Java 7 (first AC) · Tags: implementation, sortings

[qwerty787788's solution](#)

373.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-05-11 · Java 7 (first AC) · Tags: dfs and similar, trees

[qwerty787788's solution](#)

374.

51A

[Cheaterius's Problem](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2014-03-07 · Java 7 (first AC) · Tags: implementation

[qwerty787788's solution](#)

375.

371B

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

Quality: 12,535 global accepts · Rating: 1300 · first AC: 2013-12-08 · Java 7 (first AC) · Tags: math, number theory

[qwerty787788's solution](#)

376.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1300 · first AC: 2013-07-24 · Java 7 (first AC) · Tags: implementation

[qwerty787788's solution](#)

377.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2013-05-26 · Java 7 (first AC) · Tags: constructive algorithms, implementation

[qwerty787788's solution](#)

378.

303A

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

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2013-05-12 · Java 7 (first AC) · Tags: constructive algorithms, implementation, math

[qwerty787788's solution](#)

379.

291B

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

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-12 · Java 7 (first AC) · Tags: *special, implementation, strings

[qwerty787788's solution](#)

380.

288A

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

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-04-02 · Java 7 (first AC) · Tags: greedy

[qwerty787788's solution](#)

381.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2013-03-30 · Java 7 (first AC) · Tags: *special, brute force

[qwerty787788's solution](#)

382.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2013-03-30 · Java 7 (first AC) · Tags: *special, combinatorics

[qwerty787788's solution](#)

383.

276B

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

Quality: 32,107 global accepts · Rating: 1300 · first AC: 2013-02-24 · Java 7 (first AC) · Tags: games, greedy

[qwerty787788's solution](#)

384.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1300 · first AC: 2013-02-11 · Java 7 (first AC) · Tags: binary search, brute force, math, number theory

[qwerty787788's solution](#)

385.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 1300 · first AC: 2013-01-08 · Java 7 (first AC) · Tags: games, greedy, implementation

[qwerty787788's solution](#)

386.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,342 global accepts · Rating: 1300 · first AC: 2012-12-06 · Java 7 (first AC) · Tags: binary search, combinatorics, two pointers

[qwerty787788's solution](#)

387.

238A

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

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2012-11-04 · Java 7 (first AC) · Tags: constructive algorithms, math

[qwerty787788's solution](#)

388.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · Java 7 (first AC) · Tags: greedy

[qwerty787788's solution](#)

389.

215B

[Olympic Medal](#) · [Tutorial](#)

Quality: 5,977 global accepts · Rating: 1300 · first AC: 2012-08-06 · Java 7 (first AC) · Tags: greedy, math

[qwerty787788's solution](#)

390.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2012-05-04 · Java 7 (first AC) · Tags: math

[qwerty787788's solution](#)

391.

173A

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

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-06 · MS C++ (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

392.

161A

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

Quality: 5,473 global accepts · Rating: 1300 · first AC: 2012-03-11 · MS C++ (first AC) · Tags: binary search, brute force, greedy, two pointers

[qwerty787788's solution](#)

393.

152B

[Steps](#) · [Tutorial](#)

Quality: 7,387 global accepts · Rating: 1300 · first AC: 2012-03-09 · Java 6 (first AC) · Tags: binary search, implementation

[qwerty787788's solution](#)

394.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-03 · MS C++ (first AC) · Tags: *special, brute force, number theory

[qwerty787788's solution](#)

395.

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1300 · first AC: 2012-01-18 · MS C++ (first AC) · Tags: implementation

[qwerty787788's solution](#)

396.

147A

[Punctuation](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1300 · first AC: 2012-01-03 · MS C++ (first AC) · Tags: implementation, strings

[qwerty787788's solution](#)

397.

136C

[Replacement](#) · [Tutorial](#)

Rating: 1300 · first AC: 2011-12-10 · MS C++ (first AC) · Tags: greedy, implementation, sortings

[qwerty787788's solution](#)

398.

133C

[Turing Tape](#) · [Tutorial](#)

Rating: 1300 · first AC: 2011-12-03 · MS C++ (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

399.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,869 global accepts · Rating: 1300 · first AC: 2010-08-02 · MS C++ (first AC) · Tags: brute force

[qwerty787788's solution](#)

400.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2011-11-04 · MS C++ (first AC) · Tags: implementation, number theory, strings

[qwerty787788's solution](#)

401.

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2011-01-11 · MS C++ (first AC) · Tags: implementation

[qwerty787788's solution](#)

402.

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2011-09-23 · MS C++ (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

403.

96B

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

Quality: 19,097 global accepts · Rating: 1300 · first AC: 2011-07-08 · MS C++ (first AC) · Tags: binary search, bitmasks, brute force

[qwerty787788's solution](#)

404.

4C

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

Quality: 108,112 global accepts · Rating: 1300 · first AC: 2011-08-20 · Delphi (first AC) · Tags: data structures, hashing, implementation

[qwerty787788's solution](#)

405.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2025-11-23 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qwerty787788's solution](#)

406.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, math

[qwerty787788's solution](#)

407.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · Rust 2021 (first AC) · Tags: brute force, math, number theory

[qwerty787788's solution](#)

408.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · Rust 2021 (first AC) · Tags: binary search, greedy, implementation, math, sortings

[qwerty787788's solution](#)

409.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,703 global accepts · Rating: 1400 · first AC: 2024-04-27 · Rust 2021 (first AC) · Tags: games, greedy, math, sortings

[qwerty787788's solution](#)

410.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · Rust 2021 (first AC) · Tags: greedy, math, sortings

[qwerty787788's solution](#)

411.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1400 · first AC: 2023-11-25 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[qwerty787788's solution](#)

412.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,960 global accepts · Rating: 1400 · first AC: 2023-09-26 · Rust 2021 (first AC) · Tags: binary search, bitmasks, data structures, greedy

[qwerty787788's solution](#)

413.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[qwerty787788's solution](#)

414.

1696C

[Fishingprince Plays With Array · Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qwerty787788's solution](#)

415.

1684C

[Column Swapping · Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-19 · last AC: 2022-05-19 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[qwerty787788's solution](#)

416.

1654C

[Alice and the Cake · Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-21 · Rust 2021 (first AC) · Tags: data structures, greedy, implementation, sortings

[qwerty787788's solution](#)

417.

1634B

[Fortune Telling · Tutorial](#)

Quality: 22,299 global accepts · Rating: 1400 · first AC: 2022-02-06 · Rust 2021 (first AC) · Tags: bitmasks, math

[qwerty787788's solution](#)

418.

1628A

[Meximum Array · Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[qwerty787788's solution](#)

419.

1627C

[Not Assigning · Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[qwerty787788's solution](#)

420.

1609C

[Complex Market Analysis · Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · Rust 2021 (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[qwerty787788's solution](#)

421.

1548A

[Web of Lies · Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · Rust (first AC) · Tags: brute force, graphs, greedy

[qwerty787788's solution](#)

422.

1540A

[Great Graphs · Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-25 · Rust (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[qwerty787788's solution](#)

423.

1427B

[Chess Cheater · Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · Java 11 (first AC) · Tags: greedy, implementation, sortings

[qwerty787788's solution](#)

424.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · Java 11 (first AC) · Tags: constructive algorithms, data structures, greedy
[qwerty787788's solution](#)

425.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · Java 8 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[qwerty787788's solution](#)

426.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, math
[qwerty787788's solution](#)

427.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[qwerty787788's solution](#)

428.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,579 global accepts · Rating: 1400 · first AC: 2019-02-07 · Java 8 (first AC) · Tags: greedy, sortings
[qwerty787788's solution](#)

429.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · Java 8 (first AC) · Tags: greedy, implementation
[qwerty787788's solution](#)

430.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2018-06-24 · Java 8 (first AC) · Tags: greedy, implementation, math
[qwerty787788's solution](#)

431.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · Java 8 (first AC) · Tags: implementation, trees
[qwerty787788's solution](#)

432.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-11 · Java 8 (first AC) · Tags: data structures, implementation
[qwerty787788's solution](#)

433.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,425 global accepts · Rating: 1400 · first AC: 2017-01-12 · Java 8 (first AC) · Tags: greedy, math, number theory
[qwerty787788's solution](#)

434.

679A

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

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2016-06-08 · Java 8 (first AC) · Tags: constructive algorithms, interactive, math

[qwerty787788's solution](#)

435.

550B

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

Quality: 27,442 global accepts · Rating: 1400 · first AC: 2015-06-04 · Java 8 (first AC) · Tags: bitmasks, brute force

[qwerty787788's solution](#)

436.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[qwerty787788's solution](#)

437.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 1400 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: brute force, implementation

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438.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: dfs and similar, greedy, implementation

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439.

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-02-24 · Java 8 (first AC) · Tags: greedy, implementation, strings

[qwerty787788's solution](#)

440.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: brute force

[qwerty787788's solution](#)

441.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,682 global accepts · Rating: 1400 · first AC: 2015-01-23 · Java 8 (first AC) · Tags: geometry, math

[qwerty787788's solution](#)

442.

493B

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Quality: 14,068 global accepts · Rating: 1400 · first AC: 2014-12-03 · Java 7 (first AC) · Tags: implementation

[qwerty787788's solution](#)

443.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2014-12-01 · Java 7 (first AC) · Tags: greedy, sortings

[qwerty787788's solution](#)

444.

489C

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

Quality: 51,675 global accepts · Rating: 1400 · first AC: 2014-11-17 · Java 7 (first AC) · Tags: dp, greedy, implementation

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445.

475B

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Quality: 9,248 global accepts · Rating: 1400 · first AC: 2014-10-05 · Java 7 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[qwerty787788's solution](#)

446.

472C

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Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · Java 7 (first AC) · Tags: greedy

[qwerty787788's solution](#)

447.

448B

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Quality: 17,314 global accepts · Rating: 1400 · first AC: 2014-07-17 · Java 7 (first AC) · Tags: implementation, strings

[qwerty787788's solution](#)

448.

436B

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Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · Java 7 (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

449.

438A

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

Rating: 1400 · first AC: 2014-06-01 · Java 7 (first AC) · Tags: greedy, sortings

[qwerty787788's solution](#)

450.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2014-05-30 · Java 7 (first AC) · Tags: greedy

[qwerty787788's solution](#)

451.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-17 · Java 7 (first AC) · Tags: constructive algorithms, graphs, implementation

[qwerty787788's solution](#)

452.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,175 global accepts · Rating: 1400 · first AC: 2014-04-06 · Java 7 (first AC) · Tags: combinatorics, dp, number theory

[qwerty787788's solution](#)

453.

388A

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Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · Java 7 (first AC) · Tags: greedy, sortings

[qwerty787788's solution](#)

454.

386B

[Fly, freebies, fly!](#) · [Tutorial](#)

Quality: 2,528 global accepts · Rating: 1400 · first AC: 2014-01-16 · Java 7 (first AC) · Tags: binary search, brute force, implementation

[qwerty787788's solution](#)

455.

369B

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2013-11-29 · Java 7 (first AC) · Tags: constructive algorithms, implementation, math

[qwerty787788's solution](#)

456.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2013-10-25 · Java 7 (first AC) · Tags: brute force, implementation

[qwerty787788's solution](#)

457.

8B

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

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2013-07-21 · Java 7 (first AC) · Tags: constructive algorithms, graphs, implementation
[qwerty787788's solution](#)

458.

331A1

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

Quality: 1,528 global accepts · Rating: 1400 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: brute force, implementation
[qwerty787788's solution](#)

459.

316A2

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Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: math
[qwerty787788's solution](#)

460.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,002 global accepts · Rating: 1400 · first AC: 2013-04-11 · Java 7 (first AC) · Tags: data structures, implementation
[qwerty787788's solution](#)

461.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · Java 7 (first AC) · Tags: *special, implementation
[qwerty787788's solution](#)

462.

290A

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

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · Java 7 (first AC) · Tags: *special, implementation
[qwerty787788's solution](#)

463.

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1400 · first AC: 2013-03-04 · Java 7 (first AC) · Tags: brute force, geometry, implementation
[qwerty787788's solution](#)

464.

279B

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Quality: 72,404 global accepts · Rating: 1400 · first AC: 2013-03-04 · Java 7 (first AC) · Tags: binary search, brute force, implementation, two pointers
[qwerty787788's solution](#)

465.

277A

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

Quality: 21,577 global accepts · Rating: 1400 · first AC: 2013-02-28 · Java 7 (first AC) · Tags: dfs and similar, dsu
[qwerty787788's solution](#)

466.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2012-06-22 · Java 7 (first AC) · Tags: shortest paths
[qwerty787788's solution](#)

467.

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,637 global accepts · Rating: 1400 · first AC: 2012-03-09 · Java 6 (first AC) · Tags: combinatorics

[qwerty787788's solution](#)

468.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,386 global accepts · Rating: 1400 · first AC: 2012-03-03 · MS C++ (first AC) · Tags: *special, data structures, implementation

[qwerty787788's solution](#)

469.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1400 · first AC: 2012-02-17 · MS C++ (first AC) · Tags: games, math, number theory

[qwerty787788's solution](#)

470.

26B

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

Quality: 25,849 global accepts · Rating: 1400 · first AC: 2012-01-28 · MS C++ (first AC) · Tags: greedy

[qwerty787788's solution](#)

471.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,990 global accepts · Rating: 1400 · first AC: 2012-01-02 · MS C++ (first AC) · Tags: implementation, sortings

[qwerty787788's solution](#)

472.

131C

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

Quality: 12,582 global accepts · Rating: 1400 · first AC: 2011-11-25 · MS C++ (first AC) · Tags: combinatorics, math

[qwerty787788's solution](#)

473.

125A

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

Quality: 3,232 global accepts · Rating: 1400 · first AC: 2011-10-29 · MS C++ (first AC) · Tags: math

[qwerty787788's solution](#)

474.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1400 · first AC: 2010-09-24 · MS C++ (first AC) · Tags: brute force, math

[qwerty787788's solution](#)

475.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2011-10-18 · MS C++ (first AC) · Tags: games, math

[qwerty787788's solution](#)

476.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2011-10-18 · MS C++ (first AC) · Tags: brute force

[qwerty787788's solution](#)

477.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2011-10-18 · MS C++ (first AC) · Tags: dp, greedy, trees

[qwerty787788's solution](#)

478.

111A

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

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2011-09-03 · Delphi (first AC) · Tags: greedy

[qwerty787788's solution](#)

479.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,894 global accepts · Rating: 1400 · first AC: 2011-08-24 · FPC (first AC) · Tags: implementation

[qwerty787788's solution](#)

480.

108C

[Dorm Water Supply](#) · [Tutorial](#)

Rating: 1400 · first AC: 2011-08-23 · Delphi (first AC) · Tags: dfs and similar, graphs, implementation

[qwerty787788's solution](#)

481.

108B

[Datatypes](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 1400 · first AC: 2011-08-23 · Delphi (first AC) · Tags: math, sortings

[qwerty787788's solution](#)

482.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · Rust 2024 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[qwerty787788's solution](#)

483.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · Rust 2021 (first AC) · Tags: combinatorics, number theory, sortings

[qwerty787788's solution](#)

484.

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,987 global accepts · Rating: 1500 · first AC: 2022-06-07 · Rust 2021 (first AC) · Tags: binary search, greedy, math, two pointers

[qwerty787788's solution](#)

485.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,150 global accepts · Rating: 1500 · first AC: 2022-01-30 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms

[qwerty787788's solution](#)

486.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,202 global accepts · Rating: 1500 · first AC: 2021-12-30 · Rust 2021 (first AC) · Tags: brute force, geometry, implementation, math

[qwerty787788's solution](#)

487.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-08-14 · Rust (first AC) · Tags: dp, greedy, strings, two pointers

[qwerty787788's solution](#)

488.

1552B

[Running for Gold](#) · [Tutorial](#)

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

[qwerty787788's solution](#)

489.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · Java 11 (first AC) · Tags: data structures, greedy, sortings, trees

[qwerty787788's solution](#)

490.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · Java 11 (first AC) · Tags: implementation, strings

[qwerty787788's solution](#)

491.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · Java 8 (first AC) · Tags: greedy, math

[qwerty787788's solution](#)

492.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[qwerty787788's solution](#)

493.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-27 · Java 8 (first AC) · Tags: binary search, brute force, implementation, two pointers

[qwerty787788's solution](#)

494.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · Java 8 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[qwerty787788's solution](#)

495.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,222 global accepts · Rating: 1500 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[qwerty787788's solution](#)

496.

930A

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

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · Java 8 (first AC) · Tags: dfs and similar, graphs, trees

[qwerty787788's solution](#)

497.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · Java 8 (first AC) · Tags: brute force, geometry, implementation, math

[qwerty787788's solution](#)

498.

855B

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

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2017-09-24 · Java 8 (first AC) · Tags: brute force, data structures, dp

[qwerty787788's solution](#)

499.

744A

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

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · Java 8 (first AC) · Tags: dfs and similar, graphs

[qwerty787788's solution](#)

500.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · Java 8 (first AC) · Tags: implementation, math
[qwerty787788's solution](#)

501.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 1500 · first AC: 2016-05-25 · Java 8 (first AC) · Tags: binary search, dp, strings, two pointers
[qwerty787788's solution](#)

502.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · Java 8 (first AC) · Tags: dp, implementation
[qwerty787788's solution](#)

503.

562B

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

Rating: 1500 · first AC: 2015-07-26 · Java 8 (first AC) · Tags: —
[qwerty787788's solution](#)

504.

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · Java 7 (first AC) · Tags: implementation
[qwerty787788's solution](#)

505.

550C

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

Quality: 32,130 global accepts · Rating: 1500 · first AC: 2015-06-04 · Java 8 (first AC) · Tags: brute force, dp, math
[qwerty787788's solution](#)

506.

550A

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Quality: 43,639 global accepts · Rating: 1500 · first AC: 2015-06-04 · Java 8 (first AC) · Tags: brute force, dp, greedy, implementation, strings
[qwerty787788's solution](#)

507.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · Java 8 (first AC) · Tags: data structures, implementation
[qwerty787788's solution](#)

508.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-02 · Java 8 (first AC) · Tags: greedy, math
[qwerty787788's solution](#)

509.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-12 · Java 8 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy
[qwerty787788's solution](#)

510.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · Java 8 (first AC) · Tags: greedy
[qwerty787788's solution](#)

511.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · Java 7 (first AC) · Tags: greedy

[qwerty787788's solution](#)

512.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2014-08-20 · Java 7 (first AC) · Tags: brute force, implementation, math, number theory

[qwerty787788's solution](#)

513.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,962 global accepts · Rating: 1500 · first AC: 2014-08-08 · Java 7 (first AC) · Tags: dp

[qwerty787788's solution](#)

514.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · Java 7 (first AC) · Tags: greedy

[qwerty787788's solution](#)

515.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · Java 7 (first AC) · Tags: brute force, sortings

[qwerty787788's solution](#)

516.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · Java 7 (first AC) · Tags: constructive algorithms, number theory

[qwerty787788's solution](#)

517.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-19 · Java 7 (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

518.

358B

[Dima and Text Messages](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1500 · first AC: 2013-10-25 · Java 7 (first AC) · Tags: brute force, strings

[qwerty787788's solution](#)

519.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-10-13 · Java 7 (first AC) · Tags: brute force, greedy, math

[qwerty787788's solution](#)

520.

345A

[Expecting Trouble](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 1500 · first AC: 2013-09-13 · Ada (first AC) · Tags: *special, probabilities

[qwerty787788's solution](#)

521.

341B

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

Rating: 1500 · first AC: 2013-08-30 · Java 7 (first AC) · Tags: binary search, data structures, dp

[qwerty787788's solution](#)

522.

332B

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

Quality: 8,710 global accepts · Rating: 1500 · first AC: 2013-07-24 · Java 7 (first AC) · Tags: data structures, dp, implementation

[qwerty787788's solution](#)

523.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2013-07-23 · Java 7 (first AC) · Tags: dp, implementation

[qwerty787788's solution](#)

524.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,494 global accepts · Rating: 1500 · first AC: 2013-07-20 · Java 7 (first AC) · Tags: dfs and similar, shortest paths

[qwerty787788's solution](#)

525.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2013-07-20 · Java 7 (first AC) · Tags: constructive algorithms, greedy

[qwerty787788's solution](#)

526.

331A2

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

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: data structures, sortings

[qwerty787788's solution](#)

527.

325A

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

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2013-07-16 · Java 7 (first AC) · Tags: implementation

[qwerty787788's solution](#)

528.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: brute force, data structures

[qwerty787788's solution](#)

529.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: brute force, dfs and similar

[qwerty787788's solution](#)

530.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2013-04-22 · Java 7 (first AC) · Tags: games, greedy

[qwerty787788's solution](#)

531.

288B

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

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2013-04-02 · Java 7 (first AC) · Tags: combinatorics

[qwerty787788's solution](#)

532.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-01 · Java 7 (first AC) · Tags: *special, implementation

[qwerty787788's solution](#)

533.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,181 global accepts · Rating: 1500 · first AC: 2013-03-13 · Java 7 (first AC) · Tags: constructive algorithms, implementation, math

[qwerty787788's solution](#)

534.

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2013-03-13 · Java 7 (first AC) · Tags: greedy, math

[qwerty787788's solution](#)

535.

276C

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

Quality: 39,539 global accepts · Rating: 1500 · first AC: 2013-02-24 · Java 6 (first AC) · Tags: data structures, greedy, implementation, sortings

[qwerty787788's solution](#)

536.

273A

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

Rating: 1500 · first AC: 2013-02-13 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

537.

271C

[Secret](#) · [Tutorial](#)

Quality: 3,135 global accepts · Rating: 1500 · first AC: 2013-02-11 · Java 7 (first AC) · Tags: constructive algorithms, implementation

[qwerty787788's solution](#)

538.

268C

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

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2013-01-28 · Java 7 (first AC) · Tags: constructive algorithms, implementation

[qwerty787788's solution](#)

539.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2012-10-04 · Java 7 (first AC) · Tags: brute force, two pointers

[qwerty787788's solution](#)

540.

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2012-07-11 · Java 7 (first AC) · Tags: binary search, combinatorics, dp

[qwerty787788's solution](#)

541.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1500 · first AC: 2012-05-27 · Java 7 (first AC) · Tags: dp

[qwerty787788's solution](#)

542.

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2012-05-16 · Java 7 (first AC) · Tags: dfs and similar

[qwerty787788's solution](#)

543.

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2012-05-10 · Java 7 (first AC) · Tags: greedy

[qwerty787788's solution](#)

544.

178D1

[Magic Squares](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1500 · first AC: 2012-04-28 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

545.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2012-04-03 · Java 7 (first AC) · Tags: *special, number theory

[qwerty787788's solution](#)

546.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2012-04-03 · Java 7 (first AC) · Tags: *special, implementation, sortings

[qwerty787788's solution](#)

547.

166C

[Median](#) · [Tutorial](#)

Quality: 7,428 global accepts · Rating: 1500 · first AC: 2012-03-23 · MS C++ (first AC) · Tags: greedy, math, sortings

[qwerty787788's solution](#)

548.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,621 global accepts · Rating: 1500 · first AC: 2012-03-23 · MS C++ (first AC) · Tags: dp, math, matrices

[qwerty787788's solution](#)

549.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,015 global accepts · Rating: 1500 · first AC: 2012-03-10 · Java 6 (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

550.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2012-01-18 · MS C++ (first AC) · Tags: implementation, strings

[qwerty787788's solution](#)

551.

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2011-12-16 · MS C++ (first AC) · Tags: sortings

[qwerty787788's solution](#)

552.

122D

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

Rating: 1500 · first AC: 2011-10-27 · MS C++ (first AC) · Tags: brute force

[qwerty787788's solution](#)

553.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,219 global accepts · Rating: 1500 · first AC: 2011-08-08 · Delphi (first AC) · Tags: hashing, implementation

[qwerty787788's solution](#)

554.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,004 global accepts · Rating: 1600 · first AC: 2025-11-23 · Rust 2024 (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[qwerty787788's solution](#)

555.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · last AC: 2023-09-26 · Rust 2021 (first AC) · Tags: data structures, greedy

[qwerty787788's solution](#)

556.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[qwerty787788's solution](#)

557.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-08 · Rust 2021 (first AC) · Tags: brute force, data structures, dp

[qwerty787788's solution](#)

558.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1600 · first AC: 2022-03-31 · Rust 2021 (first AC) · Tags: brute force, implementation, math, two pointers

[qwerty787788's solution](#)

559.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[qwerty787788's solution](#)

560.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2022-02-12 · Rust 2021 (first AC) · Tags: implementation

[qwerty787788's solution](#)

561.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-30 · Rust 2021 (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[qwerty787788's solution](#)

562.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · last AC: 2021-12-28 · Rust 2021 (first AC) · Tags: binary search, greedy

[qwerty787788's solution](#)

563.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · Rust 2021 (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[qwerty787788's solution](#)

564.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · Rust (first AC) · Tags: constructive algorithms, math, number theory

[qwerty787788's solution](#)

565.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,982 global accepts · Rating: 1600 · first AC: 2021-08-15 · Rust (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[qwerty787788's solution](#)

566.

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · Rust (first AC) · Tags: graphs, greedy, math

[qwerty787788's solution](#)

567.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · Rust (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[qwerty787788's solution](#)

568.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,780 global accepts · Rating: 1600 · first AC: 2020-06-05 · Java 11 (first AC) · Tags: brute force, combinatorics, math, number theory

[qwerty787788's solution](#)

569.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-02 · Java 11 (first AC) · Tags: brute force, data structures, implementation

[qwerty787788's solution](#)

570.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · Java 8 (first AC) · Tags: combinatorics, math

[qwerty787788's solution](#)

571.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,934 global accepts · Rating: 1600 · first AC: 2019-08-28 · Java 8 (first AC) · Tags: trees

[qwerty787788's solution](#)

572.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: sortings, two pointers

[qwerty787788's solution](#)

573.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: binary search, brute force, data structures, sortings

[qwerty787788's solution](#)

574.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: binary search, brute force, two pointers

[qwerty787788's solution](#)

575.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-06 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[qwerty787788's solution](#)

576.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1600 · first AC: 2018-10-07 · Java 8 (first AC) · Tags: brute force, dp, games

[qwerty787788's solution](#)

577.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · Java 8 (first AC) · Tags: geometry, implementation

[qwerty787788's solution](#)

578.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · Java 8 (first AC) · Tags: implementation, probabilities, strings

[qwerty787788's solution](#)

579.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · Java 8 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[qwerty787788's solution](#)

580.

785C

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

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2017-03-15 · last AC: 2017-03-15 · GNU C++11 (first AC) · Tags: binary search, math

[qwerty787788's solution](#)

581.

781A

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

Rating: 1600 · first AC: 2017-03-05 · Java 8 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[qwerty787788's solution](#)

582.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: binary search, dp

[qwerty787788's solution](#)

583.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · Java 8 (first AC) · Tags: binary search, greedy, math

[qwerty787788's solution](#)

584.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · Java 7 (first AC) · Tags: binary search, two pointers

[qwerty787788's solution](#)

585.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 1600 · first AC: 2016-01-29 · Java 8 (first AC) · Tags: geometry, implementation

[qwerty787788's solution](#)

586.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,872 global accepts · Rating: 1600 · first AC: 2016-01-15 · Java 8 (first AC) · Tags: graphs, shortest paths

[qwerty787788's solution](#)

587.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · Java 8 (first AC) · Tags: binary search, dp

[qwerty787788's solution](#)

588.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · Java 8 (first AC) · Tags: binary search, data structures, dp, math
[qwerty787788's solution](#)

589.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · Java 8 (first AC) · Tags: brute force, geometry, math
[qwerty787788's solution](#)

590.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: binary search, brute force, greedy, implementation, math
[qwerty787788's solution](#)

591.

524A

[A\\$>Ct=CāCÔ>, C\\$K Ct=C 5D\\$5 DÔBC,,E C'NCD5C"ð](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · Java 8 (first AC) · Tags: implementation
[qwerty787788's solution](#)

592.

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-02-24 · Java 8 (first AC) · Tags: constructive algorithms, data structures, implementation
[qwerty787788's solution](#)

593.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-24 · Java 8 (first AC) · Tags: constructive algorithms, strings
[qwerty787788's solution](#)

594.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · Java 8 (first AC) · Tags: dfs and similar, graphs, greedy, sortings
[qwerty787788's solution](#)

595.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2015-01-27 · Java 8 (first AC) · Tags: constructive algorithms, greedy
[qwerty787788's solution](#)

596.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[qwerty787788's solution](#)

597.

500B

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

Quality: 9,600 global accepts · Rating: 1600 · first AC: 2014-12-30 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings
[qwerty787788's solution](#)

598.

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2014-12-03 · Java 7 (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers
[qwerty787788's solution](#)

599.

477A

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

Rating: 1600 · first AC: 2014-10-12 · Java 7 (first AC) · Tags: math

[qwerty787788's solution](#)

600.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,349 global accepts · Rating: 1600 · first AC: 2014-08-28 · GNU C++ (first AC) · Tags: games, math, number theory

[qwerty787788's solution](#)

601.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-14 · Java 7 (first AC) · Tags: dp, implementation, two pointers

[qwerty787788's solution](#)

602.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-06 · Java 7 (first AC) · Tags: greedy, math

[qwerty787788's solution](#)

603.

435C

[Cardiogram](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1600 · first AC: 2014-05-30 · Java 7 (first AC) · Tags: implementation

[qwerty787788's solution](#)

604.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-11 · Java 7 (first AC) · Tags: dp

[qwerty787788's solution](#)

605.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1600 · first AC: 2014-03-30 · Java 7 (first AC) · Tags: brute force, geometry, implementation, math

[qwerty787788's solution](#)

606.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1600 · first AC: 2014-01-20 · Java 7 (first AC) · Tags: data structures, greedy

[qwerty787788's solution](#)

607.

380A

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

Quality: 2,909 global accepts · Rating: 1600 · first AC: 2014-01-12 · Java 7 (first AC) · Tags: binary search, brute force

[qwerty787788's solution](#)

608.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 1600 · first AC: 2013-12-29 · Java 7 (first AC) · Tags: dfs and similar

[qwerty787788's solution](#)

609.

372A

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

Quality: 15,592 global accepts · Rating: 1600 · first AC: 2013-12-13 · Java 7 (first AC) · Tags: binary search, greedy, sortings, two pointers

[qwerty787788's solution](#)

610.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,494 global accepts · Rating: 1600 · first AC: 2013-12-08 · Java 7 (first AC) · Tags: binary search, brute force
[qwerty787788's solution](#)

611.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1600 · first AC: 2013-11-29 · Java 7 (first AC) · Tags: dfs and similar, graphs, trees
[qwerty787788's solution](#)

612.

343A

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

Quality: 10,081 global accepts · Rating: 1600 · first AC: 2013-09-15 · Java 7 (first AC) · Tags: math, number theory
[qwerty787788's solution](#)

613.

343B

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

Quality: 17,280 global accepts · Rating: 1600 · first AC: 2013-09-15 · Java 7 (first AC) · Tags: data structures, greedy, implementation
[qwerty787788's solution](#)

614.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-30 · Java 7 (first AC) · Tags: math
[qwerty787788's solution](#)

615.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-16 · Java 7 (first AC) · Tags: greedy, math, number theory
[qwerty787788's solution](#)

616.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-07-27 · Java 7 (first AC) · Tags: greedy
[qwerty787788's solution](#)

617.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2013-07-23 · Java 7 (first AC) · Tags: math
[qwerty787788's solution](#)

618.

323A

[Black-and-White Cube](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 1600 · first AC: 2013-06-27 · Java 7 (first AC) · Tags: combinatorics, constructive algorithms
[qwerty787788's solution](#)

619.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,024 global accepts · Rating: 1600 · first AC: 2013-06-23 · Java 7 (first AC) · Tags: combinatorics, math
[qwerty787788's solution](#)

620.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-14 · Java 7 (first AC) · Tags: brute force
[qwerty787788's solution](#)

621.

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: dfs and similar, dp
[qwerty787788's solution](#)

622.

314A

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

Quality: 2,172 global accepts · Rating: 1600 · first AC: 2013-06-07 · Java 7 (first AC) · Tags: implementation
[qwerty787788's solution](#)

623.

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-12 · Java 7 (first AC) · Tags: *special, greedy
[qwerty787788's solution](#)

624.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-12 · Java 7 (first AC) · Tags: *special, bitmasks, brute force, implementation
[qwerty787788's solution](#)

625.

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2013-03-30 · Java 7 (first AC) · Tags: *special, brute force, implementation, number theory
[qwerty787788's solution](#)

626.

273B

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

Rating: 1600 · first AC: 2013-02-13 · Java 7 (first AC) · Tags: combinatorics
[qwerty787788's solution](#)

627.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-01 · last AC: 2013-02-01 · Java 7 (first AC) · Tags: greedy, math
[qwerty787788's solution](#)

628.

243A

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

Quality: 4,465 global accepts · Rating: 1600 · first AC: 2012-11-16 · Java 7 (first AC) · Tags: bitmasks
[qwerty787788's solution](#)

629.

178B2

[Greedy Merchants](#) · [Tutorial](#)

Quality: 770 global accepts · Rating: 1600 · first AC: 2012-04-28 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

630.

178B1

[Greedy Merchants](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 1600 · first AC: 2012-04-28 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

631.

178C1

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 1600 · first AC: 2012-04-28 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

632.

167A

[Wizards and Trolleybuses](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 1600 · first AC: 2012-03-27 · MS C++ (first AC) · Tags: implementation, math
[qwerty787788's solution](#)

633.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2012-02-24 · MS C++ (first AC) · Tags: math, number theory
[qwerty787788's solution](#)

634.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,326 global accepts · Rating: 1600 · first AC: 2012-02-24 · MS C++ (first AC) · Tags: greedy
[qwerty787788's solution](#)

635.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,314 global accepts · Rating: 1600 · first AC: 2012-02-17 · MS C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[qwerty787788's solution](#)

636.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2010-04-01 · last AC: 2012-02-01 · MS C++ (first AC) · Tags: implementation
[qwerty787788's solution](#)

637.

138A

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

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2011-12-24 · MS C++ (first AC) · Tags: implementation
[qwerty787788's solution](#)

638.

139B

[Wallpaper](#) · [Tutorial](#)

Quality: 1,460 global accepts · Rating: 1600 · first AC: 2011-12-24 · MS C++ (first AC) · Tags: implementation, math
[qwerty787788's solution](#)

639.

136D

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

Rating: 1600 · first AC: 2011-12-10 · MS C++ (first AC) · Tags: brute force, geometry, implementation
[qwerty787788's solution](#)

640.

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2011-11-25 · MS C++ (first AC) · Tags: dfs and similar, graphs
[qwerty787788's solution](#)

641.

125C

[Hobbits' Party](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 1600 · first AC: 2011-10-29 · MS C++ (first AC) · Tags: constructive algorithms, greedy
[qwerty787788's solution](#)

642.

96C

[Hockey](#) · [Tutorial](#)

Rating: 1600 · first AC: 2011-07-08 · MS C++ (first AC) · Tags: implementation, strings
[qwerty787788's solution](#)

643.

108D

[Basketball Team](#) · [Tutorial](#)

Rating: 1600 · first AC: 2011-08-23 · Delphi (first AC) · Tags: combinatorics, math, probabilities

[qwerty787788's solution](#)

644.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2011-08-07 · Delphi (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

645.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · Rust 2024 (first AC) · Tags: games, greedy

[qwerty787788's solution](#)

646.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · Rust 2021 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[qwerty787788's solution](#)

647.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · Rust 2021 (first AC) · Tags: dp, implementation

[qwerty787788's solution](#)

648.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,850 global accepts · Rating: 1700 · first AC: 2024-05-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[qwerty787788's solution](#)

649.

1916D

[Mathematical Problem](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[qwerty787788's solution](#)

650.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · Rust 2021 (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[qwerty787788's solution](#)

651.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · Rust 2021 (first AC) · Tags: dfs and similar, dp, greedy, trees

[qwerty787788's solution](#)

652.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,880 global accepts · Rating: 1700 · first AC: 2022-06-07 · Rust 2021 (first AC) · Tags: graphs, math, number theory, strings

[qwerty787788's solution](#)

653.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, sortings
[qwerty787788's solution](#)

654.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
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655.

1660F1

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Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · Rust 2021 (first AC) · Tags: brute force, implementation, math, strings
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656.

1628B

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Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · Rust 2021 (first AC) · Tags: greedy, strings
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657.

1608C

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Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-01-14 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers
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658.

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-17 · Rust (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
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659.

1528B

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Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-08-15 · Rust (first AC) · Tags: combinatorics, dp, math
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660.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · Java 11 (first AC) · Tags: dp, greedy
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661.

1229A

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

Rating: 1700 · first AC: 2020-06-06 · Java 11 (first AC) · Tags: brute force, graphs, greedy
[qwerty787788's solution](#)

662.

1361A

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Quality: 8,844 global accepts · Rating: 1700 · first AC: 2020-06-04 · Java 8 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
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663.

1237C1

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Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: constructive algorithms, geometry, greedy

[qwerty787788's solution](#)

664.

1210A

[Anadi and Domino](#) · [Tutorial](#)

Quality: 5,536 global accepts · Rating: 1700 · first AC: 2019-09-22 · Java 8 (first AC) · Tags: brute force, graphs

[qwerty787788's solution](#)

665.

1210B

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

Quality: 6,041 global accepts · Rating: 1700 · first AC: 2019-09-22 · Java 8 (first AC) · Tags: brute force, greedy

[qwerty787788's solution](#)

666.

1209D

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Quality: 10,726 global accepts · Rating: 1700 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs

[qwerty787788's solution](#)

667.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: constructive algorithms, sortings

[qwerty787788's solution](#)

668.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2019-05-26 · Java 8 (first AC) · Tags: binary search, greedy

[qwerty787788's solution](#)

669.

1044A

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Quality: 3,076 global accepts · Rating: 1700 · first AC: 2018-11-04 · Java 8 (first AC) · Tags: binary search, two pointers

[qwerty787788's solution](#)

670.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[qwerty787788's solution](#)

671.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,098 global accepts · Rating: 1700 · first AC: 2018-09-02 · Java 8 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[qwerty787788's solution](#)

672.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · Java 8 (first AC) · Tags: binary search, implementation, math

[qwerty787788's solution](#)

673.

896A

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

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2017-12-02 · Java 8 (first AC) · Tags: binary search, dfs and similar

[qwerty787788's solution](#)

674.

852G

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

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · Java 8 (first AC) · Tags: implementation

[qwerty787788's solution](#)

675.

756A

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

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar

[qwerty787788's solution](#)

676.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · Java 8 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[qwerty787788's solution](#)

677.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · Java 7 (first AC) · Tags: data structures

[qwerty787788's solution](#)

678.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · Java 7 (first AC) · Tags: constructive algorithms, dp, implementation, math

[qwerty787788's solution](#)

679.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2015-07-22 · Java 8 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[qwerty787788's solution](#)

680.

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2015-07-20 · Java 8 (first AC) · Tags: dp

[qwerty787788's solution](#)

681.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[qwerty787788's solution](#)

682.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-04-17 · Java 8 (first AC) · Tags: games, greedy, implementation, math

[qwerty787788's solution](#)

683.

524B

[BD>D\\$> CÔC CÔCÄÖD&N 2 \(round version\)](#) · [Tutorial](#)

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

[qwerty787788's solution](#)

684.

518D

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

Quality: 8,168 global accepts · Rating: 1700 · first AC: 2015-02-24 · Java 8 (first AC) · Tags: combinatorics, dp, math, probabilities

[qwerty787788's solution](#)

685.

507C

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

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-01-23 · Java 8 (first AC) · Tags: implementation, math, trees

[qwerty787788's solution](#)

686.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1700 · first AC: 2014-12-03 · Java 7 (first AC) · Tags: constructive algorithms, games, math

[qwerty787788's solution](#)

687.

489D

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

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2014-11-17 · Java 7 (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[qwerty787788's solution](#)

688.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-26 · Java 7 (first AC) · Tags: binary search, brute force, greedy, math

[qwerty787788's solution](#)

689.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,579 global accepts · Rating: 1700 · first AC: 2014-09-18 · Java 7 (first AC) · Tags: dp, implementation

[qwerty787788's solution](#)

690.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,885 global accepts · Rating: 1700 · first AC: 2014-09-12 · Java 7 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[qwerty787788's solution](#)

691.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · Java 7 (first AC) · Tags: greedy, strings

[qwerty787788's solution](#)

692.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2014-08-20 · Java 7 (first AC) · Tags: binary search, data structures, greedy

[qwerty787788's solution](#)

693.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1700 · first AC: 2014-07-24 · Java 7 (first AC) · Tags: brute force, implementation, math

[qwerty787788's solution](#)

694.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-19 · Java 7 (first AC) · Tags: greedy, math

[qwerty787788's solution](#)

695.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2014-06-04 · Java 7 (first AC) · Tags: binary search, sortings, ternary search, two pointers

[qwerty787788's solution](#)

696.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2014-06-04 · Java 7 (first AC) · Tags: brute force, constructive algorithms,

implementation, number theory

[qwerty787788's solution](#)

697.

51B

[bHTML Tables Analysis](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 1700 · first AC: 2014-03-07 · Java 7 (first AC) · Tags: expression parsing

[qwerty787788's solution](#)

698.

387C

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

Quality: 2,286 global accepts · Rating: 1700 · first AC: 2014-01-30 · Java 7 (first AC) · Tags: greedy, implementation

[qwerty787788's solution](#)

699.

385C

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

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2014-01-24 · Java 7 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[qwerty787788's solution](#)

700.

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2014-01-17 · Java 7 (first AC) · Tags: implementation, sortings

[qwerty787788's solution](#)

701.

360A

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Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-10 · Java 7 (first AC) · Tags: greedy, implementation

[qwerty787788's solution](#)

702.

339D

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Quality: 32,542 global accepts · Rating: 1700 · first AC: 2013-08-26 · Java 7 (first AC) · Tags: data structures, trees

[qwerty787788's solution](#)

703.

339C

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Quality: 8,761 global accepts · Rating: 1700 · first AC: 2013-08-26 · Java 7 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[qwerty787788's solution](#)

704.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: implementation

[qwerty787788's solution](#)

705.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2013-06-28 · Java 7 (first AC) · Tags: binary search, implementation, math

[qwerty787788's solution](#)

706.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: hashing, strings

[qwerty787788's solution](#)

707.

305B

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Quality: 2,289 global accepts · Rating: 1700 · first AC: 2013-05-19 · GNU C++ (first AC) · Tags: brute force, implementation, math
[qwerty787788's solution](#)

708.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,654 global accepts · Rating: 1700 · first AC: 2013-04-11 · Java 6 (first AC) · Tags: dp, graphs, shortest paths
[qwerty787788's solution](#)

709.

294B

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

Quality: 5,036 global accepts · Rating: 1700 · first AC: 2013-04-07 · Java 7 (first AC) · Tags: dp, greedy
[qwerty787788's solution](#)

710.

288C

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

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-02 · Java 7 (first AC) · Tags: implementation, math
[qwerty787788's solution](#)

711.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 1700 · first AC: 2013-04-01 · Java 7 (first AC) · Tags: *special, graph matchings, implementation, trees
[qwerty787788's solution](#)

712.

279C

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Quality: 8,924 global accepts · Rating: 1700 · first AC: 2013-03-04 · Java 7 (first AC) · Tags: dp, implementation, two pointers
[qwerty787788's solution](#)

713.

276D

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Quality: 16,367 global accepts · Rating: 1700 · first AC: 2013-02-24 · Java 7 (first AC) · Tags: bitmasks, dp, greedy, implementation, math
[qwerty787788's solution](#)

714.

269B

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Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-01 · Java 7 (first AC) · Tags: dp
[qwerty787788's solution](#)

715.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2012-10-04 · Java 7 (first AC) · Tags: binary search, data structures, graphs, shortest paths
[qwerty787788's solution](#)

716.

216D

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Quality: 1,499 global accepts · Rating: 1700 · first AC: 2012-08-14 · Java 7 (first AC) · Tags: binary search, sortings, two pointers
[qwerty787788's solution](#)

717.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2012-06-22 · Java 7 (first AC) · Tags: implementation, math
[qwerty787788's solution](#)

718.

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2012-05-27 · Java 7 (first AC) · Tags: greedy

[qwerty787788's solution](#)

719.

161B

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Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · MS C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[qwerty787788's solution](#)

720.

140A

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Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: geometry, math

[qwerty787788's solution](#)

721.

131E

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Quality: 2,090 global accepts · Rating: 1700 · first AC: 2011-11-25 · MS C++ (first AC) · Tags: sortings

[qwerty787788's solution](#)

722.

30B

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Quality: 1,387 global accepts · Rating: 1700 · first AC: 2010-09-24 · MS C++ (first AC) · Tags: implementation

[qwerty787788's solution](#)

723.

65B

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Quality: 1,551 global accepts · Rating: 1700 · first AC: 2011-03-05 · Delphi (first AC) · Tags: brute force, greedy, implementation

[qwerty787788's solution](#)

724.

4D

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Quality: 12,112 global accepts · Rating: 1700 · first AC: 2011-08-21 · Delphi (first AC) · Tags: dp, sortings

[qwerty787788's solution](#)

725.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2011-08-19 · Delphi (first AC) · Tags: dp

[qwerty787788's solution](#)

726.

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2011-08-19 · last AC: 2011-08-19 · Delphi (first AC) · Tags: brute force, implementation

[qwerty787788's solution](#)

727.

102D

[Buses](#) · [Tutorial](#)

Rating: 1700 · first AC: 2011-08-04 · Delphi (first AC) · Tags: binary search, data structures, dp

[qwerty787788's solution](#)

728.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · Rust 2021 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[qwerty787788's solution](#)

729.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[qwerty787788's solution](#)

730.

1870D

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Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · Rust 2021 (first AC) · Tags: greedy, implementation, sortings

[qwerty787788's solution](#)

731.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1800 · first AC: 2023-07-24 · Rust 2021 (first AC) · Tags: binary search, math, number theory

[qwerty787788's solution](#)

732.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2023-07-17 · Rust 2021 (first AC) · Tags: binary search, brute force, implementation, math

[qwerty787788's solution](#)

733.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · Rust 2021 (first AC) · Tags: brute force, dp, math, number theory

[qwerty787788's solution](#)

734.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[qwerty787788's solution](#)

735.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · Rust 2021 (first AC) · Tags: dp, greedy

[qwerty787788's solution](#)

736.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · Rust 2021 (first AC) · Tags: dp, greedy, math

[qwerty787788's solution](#)

737.

1630B

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

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-30 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[qwerty787788's solution](#)

738.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-18 · Rust 2021 (first AC) · Tags: brute force, dp, greedy, implementation, math

[qwerty787788's solution](#)

739.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · Rust (first AC) · Tags: constructive algorithms, greedy, interactive, math

[qwerty787788's solution](#)

740.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · Rust (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[qwerty787788's solution](#)

741.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · Rust (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[qwerty787788's solution](#)

742.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · Rust (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[qwerty787788's solution](#)

743.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · Rust (first AC) · Tags: constructive algorithms, interactive, trees

[qwerty787788's solution](#)

744.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · Java 11 (first AC) · Tags: bitmasks, brute force, math

[qwerty787788's solution](#)

745.

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · Java 11 (first AC) · Tags: dp, strings

[qwerty787788's solution](#)

746.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1800 · first AC: 2020-04-12 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[qwerty787788's solution](#)

747.

1290B

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Quality: 7,154 global accepts · Rating: 1800 · first AC: 2020-02-02 · Java 11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[qwerty787788's solution](#)

748.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1800 · first AC: 2019-08-27 · Java 8 (first AC) · Tags: constructive algorithms

[qwerty787788's solution](#)

749.

1148D

[Dirty Deeds Done Dirt Cheap · Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: greedy, sortings
[qwerty787788's solution](#)

750.

1119D

[Frets On Fire · Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: binary search, sortings
[qwerty787788's solution](#)

751.

794C

[Naming Company · Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · Java 8 (first AC) · Tags: games, greedy, sortings
[qwerty787788's solution](#)

752.

645D

[Robot Rapping Results Report · Tutorial](#)

Quality: 3,338 global accepts · Rating: 1800 · first AC: 2016-03-18 · Java 7 (first AC) · Tags: binary search, dp, graphs
[qwerty787788's solution](#)

753.

487A

[Fight the Monster · Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2016-01-19 · Java 8 (first AC) · Tags: binary search, brute force, implementation
[qwerty787788's solution](#)

754.

543A

[Writing Code · Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2015-05-07 · Java 8 (first AC) · Tags: dp
[qwerty787788's solution](#)

755.

538D

[Weird Chess · Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: brute force, constructive algorithms, implementation
[qwerty787788's solution](#)

756.

532E

[Correcting Mistakes · Tutorial](#)

Rating: 1800 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: —
[qwerty787788's solution](#)

757.

528B

[Clique Problem · Tutorial](#)

Rating: 1800 · first AC: 2015-03-17 · Java 8 (first AC) · Tags: dp, greedy
[qwerty787788's solution](#)

758.

513G1

[Inversions problem · Tutorial](#)

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759.

513B2

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760.

492D

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761.

482B

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762.

271D

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763.

471D

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764.

459D

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765.

448D

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766.

442B

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Quality: 6,109 global accepts · Rating: 1800 · first AC: 2014-06-20 · GNU C (first AC) · Tags: greedy, math, probabilities
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767.

434A

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768.

404C

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769.

51C

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770.

37B

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771.

371D

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772.

358D

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Quality: 4,505 global accepts · Rating: 1800 · first AC: 2013-10-25 · Java 7 (first AC) · Tags: dp, greedy
[qwerty787788's solution](#)

773.

336C

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Quality: 2,657 global accepts · Rating: 1800 · first AC: 2013-08-09 · Java 7 (first AC) · Tags: brute force, greedy, implementation, number theory
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774.

333B

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Quality: 2,762 global accepts · Rating: 1800 · first AC: 2013-07-27 · Java 7 (first AC) · Tags: greedy
[qwerty787788's solution](#)

775.

325B

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776.

301A

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777.

300C

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Quality: 11,757 global accepts · Rating: 1800 · first AC: 2013-04-25 · Java 7 (first AC) · Tags: brute force, combinatorics
[qwerty787788's solution](#)

778.

280B

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Quality: 5,251 global accepts · Rating: 1800 · first AC: 2013-03-10 · Java 7 (first AC) · Tags: data structures, implementation, two pointers
[qwerty787788's solution](#)

779.

257C

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Quality: 4,719 global accepts · Rating: 1800 · first AC: 2013-01-08 · Java 7 (first AC) · Tags: brute force, geometry, math
[qwerty787788's solution](#)

780.

251B

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781.

190B

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Quality: 3,092 global accepts · Rating: 1800 · first AC: 2012-05-16 · Java 7 (first AC) · Tags: geometry
[qwerty787788's solution](#)

782.

185B

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[qwerty787788's solution](#)

783.

178B3

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784.

178F1

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Quality: 459 global accepts · Rating: 1800 · first AC: 2012-04-28 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

785.

167B

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Quality: 2,452 global accepts · Rating: 1800 · first AC: 2012-03-27 · MS C++ (first AC) · Tags: dp, math, probabilities
[qwerty787788's solution](#)

786.

162E

[HQ9+](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 1800 · first AC: 2012-03-18 · Factor (first AC) · Tags: *special
[qwerty787788's solution](#)

787.

162B

[Binary notation](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 1800 · first AC: 2012-03-18 · Factor (first AC) · Tags: *special
[qwerty787788's solution](#)

788.

161D

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Quality: 19,174 global accepts · Rating: 1800 · first AC: 2012-03-11 · MS C++ (first AC) · Tags: dfs and similar, dp, trees
[qwerty787788's solution](#)

789.

7C

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Quality: 5,480 global accepts · Rating: 1800 · first AC: 2012-02-01 · MS C++ (first AC) · Tags: math, number theory
[qwerty787788's solution](#)

790.

145B

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Quality: 2,422 global accepts · Rating: 1800 · first AC: 2012-01-22 · MS C++ (first AC) · Tags: constructive algorithms
[qwerty787788's solution](#)

791.

140D

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Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: greedy, sortings
[qwerty787788's solution](#)

792.

140B

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Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: brute force, greedy, implementation
[qwerty787788's solution](#)

793.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2012-01-02 · MS C++ (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[qwerty787788's solution](#)

794.

123B

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Quality: 1,307 global accepts · Rating: 1800 · first AC: 2011-11-04 · MS C++ (first AC) · Tags: math

[qwerty787788's solution](#)

795.

54B

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Quality: 909 global accepts · Rating: 1800 · first AC: 2011-01-11 · MS C++ (first AC) · Tags: hashing, implementation

[qwerty787788's solution](#)

796.

30C

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Quality: 2,393 global accepts · Rating: 1800 · first AC: 2010-09-24 · MS C++ (first AC) · Tags: dp, probabilities

[qwerty787788's solution](#)

797.

117B

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Quality: 1,743 global accepts · Rating: 1800 · first AC: 2011-09-23 · MS C++ (first AC) · Tags: brute force, number theory

[qwerty787788's solution](#)

798.

65A

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Quality: 2,014 global accepts · Rating: 1800 · first AC: 2011-03-05 · Delphi (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

799.

3C

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Quality: 8,278 global accepts · Rating: 1800 · first AC: 2011-08-09 · Delphi (first AC) · Tags: brute force, games, implementation

[qwerty787788's solution](#)

800.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · Rust 2024 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[qwerty787788's solution](#)

801.

1114D

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Quality: 7,978 global accepts · Rating: 1900 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[qwerty787788's solution](#)

802.

1746D

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Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · Rust 2021 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[qwerty787788's solution](#)

803.

1718A2

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Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · Rust 2021 (first AC) · Tags: data structures, dp, greedy

[qwerty787788's solution](#)

804.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · Rust 2021 (first AC) · Tags: constructive algorithms, hashing, implementation, math

[qwerty787788's solution](#)

805.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[qwerty787788's solution](#)

806.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,813 global accepts · Rating: 1900 · first AC: 2022-05-20 · Rust 2021 (first AC) · Tags: binary search, dfs and similar, dp, graphs

[qwerty787788's solution](#)

807.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[qwerty787788's solution](#)

808.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · Rust 2021 (first AC) · Tags: constructive algorithms, math, number theory

[qwerty787788's solution](#)

809.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-03-21 · Rust 2021 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[qwerty787788's solution](#)

810.

1547F

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

Quality: 6,949 global accepts · Rating: 1900 · first AC: 2022-02-13 · last AC: 2022-02-13 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[qwerty787788's solution](#)

811.

1585D

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Quality: 4,385 global accepts · Rating: 1900 · first AC: 2022-02-10 · Rust 2021 (first AC) · Tags: data structures, math

[qwerty787788's solution](#)

812.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-15 · Rust 2021 (first AC) · Tags: brute force, dp, math, number theory

[qwerty787788's solution](#)

813.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-13 · Rust 2021 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[qwerty787788's solution](#)

814.

1620E

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Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[qwerty787788's solution](#)

815.

1563B

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-22 · Rust (first AC) · Tags: dp

[qwerty787788's solution](#)

816.

1404B

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Quality: 8,185 global accepts · Rating: 1900 · first AC: 2020-09-06 · Java 11 (first AC) · Tags: dfs and similar, dp, games, trees

[qwerty787788's solution](#)

817.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · Java 11 (first AC) · Tags: brute force, constructive algorithms, sortings

[qwerty787788's solution](#)

818.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 1900 · first AC: 2020-06-05 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[qwerty787788's solution](#)

819.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · Java 8 (first AC) · Tags: greedy, implementation, math, sortings

[qwerty787788's solution](#)

820.

1270D

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821.

1237C2

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Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

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822.

1208D

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Quality: 5,459 global accepts · Rating: 1900 · first AC: 2019-08-27 · Java 8 (first AC) · Tags: binary search, data structures, greedy, implementation

[qwerty787788's solution](#)

823.

1205B

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Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-18 · Java 8 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

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824.

1044B

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Quality: 1,708 global accepts · Rating: 1900 · first AC: 2018-11-04 · Java 8 (first AC) · Tags: dfs and similar, interactive, trees
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825.

1043E

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Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, sortings
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826.

993B

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Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-16 · Java 8 (first AC) · Tags: bitmasks, brute force
[qwerty787788's solution](#)

827.

981D

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Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-05-27 · Java 8 (first AC) · Tags: bitmasks, dp, greedy
[qwerty787788's solution](#)

828.

930C

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Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · Java 8 (first AC) · Tags: data structures, dp
[qwerty787788's solution](#)

829.

781B

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

Rating: 1900 · first AC: 2017-03-05 · Java 8 (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings
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830.

757C

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Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · Java 8 (first AC) · Tags: data structures, hashing, sortings, strings
[qwerty787788's solution](#)

831.

750D

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Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · Java 8 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation
[qwerty787788's solution](#)

832.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · Java 8 (first AC) · Tags: bitmasks, divide and conquer, interactive
[qwerty787788's solution](#)

833.

708B

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Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[qwerty787788's solution](#)

834.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-03-19 · Java 7 (first AC) · Tags: brute force, implementation

[qwerty787788's solution](#)

835.

633C

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Quality: 3,375 global accepts · Rating: 1900 · first AC: 2016-02-26 · Java 8 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[qwerty787788's solution](#)

836.

614D

[Skills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-01-14 · Java 8 (first AC) · Tags: dp, greedy, sortings

[qwerty787788's solution](#)

837.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2016-01-14 · Java 8 (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[qwerty787788's solution](#)

838.

613A

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

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-01-14 · Java 8 (first AC) · Tags: binary search, geometry, ternary search

[qwerty787788's solution](#)

839.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,306 global accepts · Rating: 1900 · first AC: 2015-12-23 · Java 8 (first AC) · Tags: dp

[qwerty787788's solution](#)

840.

562D

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

Rating: 1900 · first AC: 2015-07-26 · Java 8 (first AC) · Tags: —

[qwerty787788's solution](#)

841.

558C

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

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2015-07-14 · Java 8 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[qwerty787788's solution](#)

842.

552D

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

Quality: 4,850 global accepts · Rating: 1900 · first AC: 2015-06-18 · last AC: 2015-06-19 · Java 8 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[qwerty787788's solution](#)

843.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,873 global accepts · Rating: 1900 · first AC: 2015-06-18 · Java 8 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[qwerty787788's solution](#)

844.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: greedy, implementation

[qwerty787788's solution](#)

845.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-05-26 · Java 8 (first AC) · Tags: binary search, data structures, dp, dsu
[qwerty787788's solution](#)

846.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: dp, probabilities
[qwerty787788's solution](#)

847.

524C

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

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: binary search, sortings
[qwerty787788's solution](#)

848.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · Java 8 (first AC) · Tags: data structures, dp, math, number theory, shortest paths
[qwerty787788's solution](#)

849.

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-01-18 · Java 8 (first AC) · Tags: dp
[qwerty787788's solution](#)

850.

500D

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

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · Java 8 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[qwerty787788's solution](#)

851.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · Java 8 (first AC) · Tags: binary search, brute force, implementation
[qwerty787788's solution](#)

852.

477B

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

Rating: 1900 · first AC: 2014-10-12 · Java 7 (first AC) · Tags: math
[qwerty787788's solution](#)

853.

472D

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

Quality: 6,524 global accepts · Rating: 1900 · first AC: 2014-09-28 · Java 7 (first AC) · Tags: dfs and similar, dsu, shortest paths, trees
[qwerty787788's solution](#)

854.

459C

[Pashmak and Buses](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2014-08-15 · Java 7 (first AC) · Tags: combinatorics, constructive algorithms, math
[qwerty787788's solution](#)

855.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2014-08-15 · Java 7 (first AC) · Tags: dp, sortings
[qwerty787788's solution](#)

856.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,843 global accepts · Rating: 1900 · first AC: 2014-08-08 · Java 7 (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[qwerty787788's solution](#)

857.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2014-07-17 · Java 7 (first AC) · Tags: divide and conquer, dp, greedy

[qwerty787788's solution](#)

858.

438B

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

Rating: 1900 · first AC: 2014-06-01 · Java 7 (first AC) · Tags: dp, dsu, sortings

[qwerty787788's solution](#)

859.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-04-17 · Java 7 (first AC) · Tags: bitmasks, dp, sortings

[qwerty787788's solution](#)

860.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2014-03-19 · Java 7 (first AC) · Tags: dp, implementation

[qwerty787788's solution](#)

861.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-03 · Java 7 (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[qwerty787788's solution](#)

862.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 1900 · first AC: 2014-01-19 · Java 7 (first AC) · Tags: data structures, greedy, trees

[qwerty787788's solution](#)

863.

377B

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

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · Java 7 (first AC) · Tags: binary search, data structures, greedy, sortings

[qwerty787788's solution](#)

864.

343C

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Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-15 · Java 7 (first AC) · Tags: binary search, greedy, two pointers

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865.

336B

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Quality: 1,371 global accepts · Rating: 1900 · first AC: 2013-08-09 · Java 7 (first AC) · Tags: math

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866.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2013-07-22 · Java 7 (first AC) · Tags: combinatorics, divide and conquer, dp

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867.

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: data structures

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868.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,836 global accepts · Rating: 1900 · first AC: 2013-06-28 · Java 7 (first AC) · Tags: dp, flows, greedy

[qwerty787788's solution](#)

869.

319B

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

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2013-06-23 · Java 7 (first AC) · Tags: data structures, implementation

[qwerty787788's solution](#)

870.

309C

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

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2013-05-17 · Java 7 (first AC) · Tags: binary search, bitmasks, greedy

[qwerty787788's solution](#)

871.

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-04-15 · MS C++ (first AC) · Tags: data structures, dfs and similar, dp, dsu

[qwerty787788's solution](#)

872.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: data structures

[qwerty787788's solution](#)

873.

294C

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Quality: 4,353 global accepts · Rating: 1900 · first AC: 2013-04-07 · Java 7 (first AC) · Tags: combinatorics, number theory

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874.

279E

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Quality: 1,603 global accepts · Rating: 1900 · first AC: 2013-03-04 · Java 7 (first AC) · Tags: dp, games, greedy, number theory

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875.

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2013-01-08 · Java 7 (first AC) · Tags: greedy, math

[qwerty787788's solution](#)

876.

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2012-12-22 · Java 7 (first AC) · Tags: brute force, combinatorics, dp

[qwerty787788's solution](#)

877.

241G

[Challenging Balloons](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 1900 · first AC: 2012-11-01 · Java 7 (first AC) · Tags: constructive algorithms

[qwerty787788's solution](#)

878.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,567 global accepts · Rating: 1900 · first AC: 2012-09-11 · FPC (first AC) · Tags: dp, matrices

[qwerty787788's solution](#)

879.

215D

[Hot Days](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 1900 · first AC: 2012-08-06 · Java 7 (first AC) · Tags: greedy

[qwerty787788's solution](#)

880.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,221 global accepts · Rating: 1900 · first AC: 2012-05-27 · Java 7 (first AC) · Tags: data structures, dfs and similar, trees

[qwerty787788's solution](#)

881.

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2012-05-16 · Java 7 (first AC) · Tags: two pointers

[qwerty787788's solution](#)

882.

178E1

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 1900 · first AC: 2012-04-28 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

883.

178D2

[Magic Squares](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 1900 · first AC: 2012-04-28 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

884.

162D

[Remove digits](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 1900 · first AC: 2012-03-18 · Factor (first AC) · Tags: *special

[qwerty787788's solution](#)

885.

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-03 · MS C++ (first AC) · Tags: *special, dp, sortings

[qwerty787788's solution](#)

886.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2012-01-18 · MS C++ (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[qwerty787788's solution](#)

887.

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 1900 · first AC: 2011-12-16 · MS C++ (first AC) · Tags: dp, strings

[qwerty787788's solution](#)

888.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2011-09-18 · MS C++ (first AC) · Tags: binary search, data structures, dsu, trees, two

pointers

[qwerty787788's solution](#)

889.

5C

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

Quality: 18,067 global accepts · Rating: 1900 · first AC: 2011-08-21 · Delphi (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[qwerty787788's solution](#)

890.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2011-08-09 · Delphi (first AC) · Tags: greedy, sortings

[qwerty787788's solution](#)

891.

104D

[Russian Roulette](#) · [Tutorial](#)

Rating: 1900 · first AC: 2011-08-07 · Delphi (first AC) · Tags: math

[qwerty787788's solution](#)

892.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · Rust 2021 (first AC) · Tags: combinatorics, constructive algorithms, math

[qwerty787788's solution](#)

893.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[qwerty787788's solution](#)

894.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[qwerty787788's solution](#)

895.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[qwerty787788's solution](#)

896.

843B

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

Quality: 2,580 global accepts · Rating: 2000 · first AC: 2023-12-29 · Rust 2021 (first AC) · Tags: brute force, interactive, probabilities

[qwerty787788's solution](#)

897.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[qwerty787788's solution](#)

898.

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · Rust 2021 (first AC) · Tags: greedy, implementation, math, number theory

[qwerty787788's solution](#)

899.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-06-25 · Rust 2021 (first AC) · Tags: combinatorics, math

[qwerty787788's solution](#)

900.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · Rust 2021 (first AC) · Tags: greedy, implementation, sortings, strings

[qwerty787788's solution](#)

901.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · Rust 2021 (first AC) · Tags: constructive algorithms, graphs, greedy

[qwerty787788's solution](#)

902.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation, sortings

[qwerty787788's solution](#)

903.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-02-14 · last AC: 2022-02-14 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[qwerty787788's solution](#)

904.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2000 · first AC: 2022-02-06 · Rust 2021 (first AC) · Tags: constructive algorithms, interactive, math

[qwerty787788's solution](#)

905.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-30 · last AC: 2022-01-30 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[qwerty787788's solution](#)

906.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-13 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, interactive

[qwerty787788's solution](#)

907.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-13 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[qwerty787788's solution](#)

908.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-30 · Rust 2021 (first AC) · Tags: dp, greedy, math

[qwerty787788's solution](#)

909.

1619G

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

Quality: 2,735 global accepts · Rating: 2000 · first AC: 2021-12-28 · last AC: 2021-12-28 · Rust 2021 (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[qwerty787788's solution](#)

910.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 2000 · first AC: 2021-12-28 · Rust 2021 (first AC) · Tags: combinatorics, math, two pointers

[qwerty787788's solution](#)

911.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 2000 · first AC: 2021-12-18 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy

[qwerty787788's solution](#)

912.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · Rust (first AC) · Tags: combinatorics, math, probabilities, ternary search

[qwerty787788's solution](#)

913.

1563C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-08-22 · Rust (first AC) · Tags: constructive algorithms

[qwerty787788's solution](#)

914.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · Java 11 (first AC) · Tags: constructive algorithms, implementation

[qwerty787788's solution](#)

915.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[qwerty787788's solution](#)

916.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-06-06 · Java 11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[qwerty787788's solution](#)

917.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · Java 8 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[qwerty787788's solution](#)

918.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: binary search, data structures, implementation

[qwerty787788's solution](#)

919.

1210C

[Kamil and Making a Stream](#) · [Tutorial](#)

Quality: 3,598 global accepts · Rating: 2000 · first AC: 2019-09-22 · Java 8 (first AC) · Tags: math, number theory, trees

[qwerty787788's solution](#)

920.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[qwerty787788's solution](#)

921.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[qwerty787788's solution](#)

922.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-31 · last AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[qwerty787788's solution](#)

923.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2017-12-02 · Java 8 (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[qwerty787788's solution](#)

924.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-24 · Java 8 (first AC) · Tags: dp, trees

[qwerty787788's solution](#)

925.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2017-09-03 · Java 8 (first AC) · Tags: dp, matrices

[qwerty787788's solution](#)

926.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-02-18 · Java 8 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[qwerty787788's solution](#)

927.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-05-25 · Java 8 (first AC) · Tags: graphs, implementation, shortest paths

[qwerty787788's solution](#)

928.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-26 · Java 8 (first AC) · Tags: brute force, dp, hashing, implementation, math

[qwerty787788's solution](#)

929.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2016-01-19 · Java 8 (first AC) · Tags: binary search, data structures, dp, two pointers

[qwerty787788's solution](#)

930.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · Java 8 (first AC) · Tags: dp, hashing, strings

[qwerty787788's solution](#)

931.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2015-07-20 · last AC: 2015-07-20 · Java 8 (first AC) · Tags: binary search

[qwerty787788's solution](#)

932.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 2000 · first AC: 2015-06-27 · Java 7 (first AC) · Tags: data structures, greedy, sortings

[qwerty787788's solution](#)

933.

541C

[Idempotent functions](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: —

[qwerty787788's solution](#)

934.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: dfs and similar

[qwerty787788's solution](#)

935.

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · Java 8 (first AC) · Tags: —

[qwerty787788's solution](#)

936.

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: brute force, greedy, math

[qwerty787788's solution](#)

937.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,047 global accepts · Rating: 2000 · first AC: 2015-03-07 · Java 8 (first AC) · Tags: *special, data structures

[qwerty787788's solution](#)

938.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · last AC: 2015-02-07 · Java 8 (first AC) · Tags: bitmasks, probabilities

[qwerty787788's solution](#)

939.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-01-12 · Java 8 (first AC) · Tags: binary search, data structures, math

[qwerty787788's solution](#)

940.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · Java 7 (first AC) · Tags: dp, strings

[qwerty787788's solution](#)

941.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2014-10-16 · Java 8 (first AC) · Tags: dp

[qwerty787788's solution](#)

942.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2014-10-05 · Java 7 (first AC) · Tags: brute force, data structures, math

[qwerty787788's solution](#)

943.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2014-09-12 · Java 7 (first AC) · Tags: brute force, math

[qwerty787788's solution](#)

944.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-07 · Java 7 (first AC) · Tags: brute force, geometry

[qwerty787788's solution](#)

945.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,259 global accepts · Rating: 2000 · first AC: 2014-08-28 · GNU C++ (first AC) · Tags: dp, strings

[qwerty787788's solution](#)

946.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2014-07-24 · Java 7 (first AC) · Tags: math

[qwerty787788's solution](#)

947.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2014-07-19 · Java 7 (first AC) · Tags: graphs, greedy, shortest paths

[qwerty787788's solution](#)

948.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-14 · Java 7 (first AC) · Tags: brute force, data structures, greedy

[qwerty787788's solution](#)

949.

435D

[Special Grid](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2000 · first AC: 2014-05-30 · Java 7 (first AC) · Tags: brute force, dp, greedy

[qwerty787788's solution](#)

950.

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-05-24 · Java 7 (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers

[qwerty787788's solution](#)

951.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-03 · Java 7 (first AC) · Tags: games, greedy, sortings

[qwerty787788's solution](#)

952.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2014-01-20 · Java 7 (first AC) · Tags: data structures, dfs and similar, trees
[qwerty787788's solution](#)

953.

382B

[Number Busters](#) · [Tutorial](#)

Quality: 1,505 global accepts · Rating: 2000 · first AC: 2014-01-17 · Java 7 (first AC) · Tags: binary search, math
[qwerty787788's solution](#)

954.

386C

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

Quality: 950 global accepts · Rating: 2000 · first AC: 2014-01-16 · Java 7 (first AC) · Tags: dp, strings, two pointers
[qwerty787788's solution](#)

955.

380C

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

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2014-01-12 · Java 7 (first AC) · Tags: data structures, schedules
[qwerty787788's solution](#)

956.

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2000 · first AC: 2013-12-08 · Java 7 (first AC) · Tags: greedy, math, two pointers
[qwerty787788's solution](#)

957.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2013-11-10 · MS C++ (first AC) · Tags: binary search, dp
[qwerty787788's solution](#)

958.

358C

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

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2013-10-25 · Java 7 (first AC) · Tags: constructive algorithms, greedy, implementation
[qwerty787788's solution](#)

959.

341C

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

Rating: 2000 · first AC: 2013-08-30 · Java 7 (first AC) · Tags: combinatorics, dp, math
[qwerty787788's solution](#)

960.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-08-16 · Java 7 (first AC) · Tags: dfs and similar, dp, trees
[qwerty787788's solution](#)

961.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2000 · first AC: 2013-07-23 · Java 7 (first AC) · Tags: number theory
[qwerty787788's solution](#)

962.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2013-06-14 · Java 7 (first AC) · Tags: brute force, implementation
[qwerty787788's solution](#)

963.

314C

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

Quality: 2,003 global accepts · Rating: 2000 · first AC: 2013-06-07 · Java 7 (first AC) · Tags: data structures, dp
[qwerty787788's solution](#)

964.

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2013-06-07 · Java 7 (first AC) · Tags: binary search, dfs and similar, strings
[qwerty787788's solution](#)

965.

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2013-05-17 · Java 7 (first AC) · Tags: binary search, math, two pointers
[qwerty787788's solution](#)

966.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: brute force
[qwerty787788's solution](#)

967.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2013-04-12 · Java 7 (first AC) · Tags: *special, dfs and similar, hashing, strings
[qwerty787788's solution](#)

968.

267B

[Dominoes](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2000 · first AC: 2013-03-25 · last AC: 2013-03-25 · Java 7 (first AC) · Tags: dfs and similar, graphs
[qwerty787788's solution](#)

969.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2013-03-10 · Java 7 (first AC) · Tags: geometry
[qwerty787788's solution](#)

970.

251C

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

Quality: 1,129 global accepts · Rating: 2000 · first AC: 2012-12-06 · Java 7 (first AC) · Tags: dp, greedy, number theory
[qwerty787788's solution](#)

971.

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2012-11-16 · Java 7 (first AC) · Tags: graphs, sortings
[qwerty787788's solution](#)

972.

241C

[Mirror Box](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2000 · first AC: 2012-11-01 · Java 7 (first AC) · Tags: geometry, implementation
[qwerty787788's solution](#)

973.

8C

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

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2012-10-05 · Java 7 (first AC) · Tags: bitmasks, dp
[qwerty787788's solution](#)

974.

178E2

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2000 · first AC: 2012-04-28 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

975.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2011-09-23 · MS C++ (first AC) · Tags: dfs and similar, graphs

[qwerty787788's solution](#)

976.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,946 global accepts · Rating: 2000 · first AC: 2011-08-08 · Delphi (first AC) · Tags: dp, math

[qwerty787788's solution](#)

977.

102E

[Vectors](#) · [Tutorial](#)

Rating: 2000 · first AC: 2011-08-03 · Delphi (first AC) · Tags: —

[qwerty787788's solution](#)

978.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · Rust 2021 (first AC) · Tags: data structures, sortings

[qwerty787788's solution](#)

979.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[qwerty787788's solution](#)

980.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,627 global accepts · Rating: 2100 · first AC: 2022-05-19 · last AC: 2022-05-19 · Rust 2021 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[qwerty787788's solution](#)

981.

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · Rust 2021 (first AC) · Tags: data structures, dp

[qwerty787788's solution](#)

982.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-03-31 · Rust 2021 (first AC) · Tags: data structures, implementation, math, strings

[qwerty787788's solution](#)

983.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-21 · last AC: 2022-03-21 · Rust 2021 (first AC) · Tags: dfs and similar, math, number theory, trees

[qwerty787788's solution](#)

984.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · last AC: 2022-02-13 · Rust 2021 (first AC) · Tags: binary search, brute force, implementation

[qwerty787788's solution](#)

985.

1628D1

[Game on Sum \(Easy Version\) · Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · Rust 2021 (first AC) · Tags: combinatorics, dp, games, math

[qwerty787788's solution](#)

986.

1599H

[Hidden Fortress · Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · Rust (first AC) · Tags: interactive, math

[qwerty787788's solution](#)

987.

1553E

[Permutation Shift · Tutorial](#)

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-08-14 · Rust (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[qwerty787788's solution](#)

988.

1544E

[Minimax · Tutorial](#)

Rating: 2100 · first AC: 2021-07-17 · Rust (first AC) · Tags: constructive algorithms, expression parsing, greedy, implementation, sortings, strings

[qwerty787788's solution](#)

989.

1466F

[Euclid's nightmare · Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · Java 11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[qwerty787788's solution](#)

990.

1446C

[Xor Tree · Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · Java 11 (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[qwerty787788's solution](#)

991.

1392E

[Omkar and Duck · Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[qwerty787788's solution](#)

992.

1322B

[Present · Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · Java 8 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[qwerty787788's solution](#)

993.

1284D

[New Year and Conference · Tutorial](#)

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · Java 8 (first AC) · Tags: binary search, data structures, hashing, sortings

[qwerty787788's solution](#)

994.

1266E

[Spaceship Solitaire · Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · Java 8 (first AC) · Tags: data structures, greedy, implementation
[qwerty787788's solution](#)

995.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · Java 8 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings
[qwerty787788's solution](#)

996.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-06 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy, math
[qwerty787788's solution](#)

997.

1044C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Quality: 1,409 global accepts · Rating: 2100 · first AC: 2018-11-04 · Java 8 (first AC) · Tags: dp, geometry
[qwerty787788's solution](#)

998.

497C

[Distributing Parts](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-12-17 · last AC: 2018-09-29 · Java 8 (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[qwerty787788's solution](#)

999.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2018-06-24 · Java 8 (first AC) · Tags: constructive algorithms, implementation
[qwerty787788's solution](#)

1000.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-16 · Java 8 (first AC) · Tags: bitmasks, brute force, geometry
[qwerty787788's solution](#)

1001.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-25 · Java 8 (first AC) · Tags: dfs and similar, dp, games, graphs
[qwerty787788's solution](#)

1002.

852C

[Property](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2100 · first AC: 2017-09-03 · Java 8 (first AC) · Tags: greedy, sortings
[qwerty787788's solution](#)

1003.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2017-09-03 · Java 8 (first AC) · Tags: binary search, flows, graph matchings, shortest paths
[qwerty787788's solution](#)

1004.

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2100 · first AC: 2017-09-03 · Java 8 (first AC) · Tags: dp
[qwerty787788's solution](#)

1005.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · Java 8 (first AC) · Tags: brute force, dp, meet-in-the-middle
[qwerty787788's solution](#)

1006.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · Java 8 (first AC) · Tags: dp, graphs, shortest paths
[qwerty787788's solution](#)

1007.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · Java 8 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees
[qwerty787788's solution](#)

1008.

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2017-02-18 · Java 8 (first AC) · Tags: brute force, greedy
[qwerty787788's solution](#)

1009.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2017-02-18 · Java 8 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[qwerty787788's solution](#)

1010.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2017-01-06 · Java 8 (first AC) · Tags: binary search, data structures, greedy, sortings
[qwerty787788's solution](#)

1011.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-16 · Java 7 (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings
[qwerty787788's solution](#)

1012.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2016-01-16 · Java 8 (first AC) · Tags: data structures, math
[qwerty787788's solution](#)

1013.

163C

[Conveyor](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2100 · first AC: 2015-07-20 · Java 8 (first AC) · Tags: sortings, two pointers
[qwerty787788's solution](#)

1014.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-18 · Java 8 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings
[qwerty787788's solution](#)

1015.

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: binary search, math

[qwerty787788's solution](#)

1016.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-07 · Java 8 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[qwerty787788's solution](#)

1017.

541F

[Quest](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-05-03 · Java 8 (first AC) · Tags: —

[qwerty787788's solution](#)

1018.

540E

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

Quality: 2,492 global accepts · Rating: 2100 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[qwerty787788's solution](#)

1019.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · Java 8 (first AC) · Tags: greedy, two pointers

[qwerty787788's solution](#)

1020.

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-07 · Java 8 (first AC) · Tags: greedy

[qwerty787788's solution](#)

1021.

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-02 · Java 8 (first AC) · Tags: data structures, greedy, implementation

[qwerty787788's solution](#)

1022.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,242 global accepts · Rating: 2100 · first AC: 2015-01-23 · Java 8 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[qwerty787788's solution](#)

1023.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2014-11-17 · Java 7 (first AC) · Tags: combinatorics, dp

[qwerty787788's solution](#)

1024.

475C

[Kamal-ol-molk's Painting](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: 2100 · first AC: 2014-10-05 · Java 7 (first AC) · Tags: brute force, constructive algorithms, greedy

[qwerty787788's solution](#)

1025.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2014-09-12 · Java 7 (first AC) · Tags: combinatorics, dp

[qwerty787788's solution](#)

1026.

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 2100 · first AC: 2014-09-12 · Java 7 (first AC) · Tags: dfs and similar, dsu, graphs, trees
[qwerty787788's solution](#)

1027.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-07 · Java 7 (first AC) · Tags: dp
[qwerty787788's solution](#)

1028.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,465 global accepts · Rating: 2100 · first AC: 2014-08-08 · Java 7 (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees
[qwerty787788's solution](#)

1029.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2014-06-04 · Java 7 (first AC) · Tags: combinatorics, dp, math
[qwerty787788's solution](#)

1030.

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · Java 7 (first AC) · Tags: combinatorics, divide and conquer
[qwerty787788's solution](#)

1031.

386D

[Game with Points](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2100 · first AC: 2014-01-16 · Java 7 (first AC) · Tags: dp, graphs, implementation, shortest paths
[qwerty787788's solution](#)

1032.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-13 · Java 7 (first AC) · Tags: data structures, dp, math
[qwerty787788's solution](#)

1033.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 2100 · first AC: 2013-09-15 · last AC: 2013-09-15 · Java 7 (first AC) · Tags: data structures, dfs and similar, graphs, trees
[qwerty787788's solution](#)

1034.

336D

[Vasily the Bear and Beautiful Strings](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2100 · first AC: 2013-08-09 · Java 7 (first AC) · Tags: combinatorics, math, number theory
[qwerty787788's solution](#)

1035.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2013-07-27 · Java 7 (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings
[qwerty787788's solution](#)

1036.

12E

[Start of the session](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2100 · first AC: 2013-07-24 · Java 7 (first AC) · Tags: constructive algorithms
[qwerty787788's solution](#)

1037.

321C

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

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2013-06-28 · Java 7 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[qwerty787788's solution](#)

1038.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2013-06-23 · Java 7 (first AC) · Tags: dp, geometry

[qwerty787788's solution](#)

1039.

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2013-05-17 · Java 7 (first AC) · Tags: dp, two pointers

[qwerty787788's solution](#)

1040.

306B

[Optimizer](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2100 · first AC: 2013-05-11 · Java 7 (first AC) · Tags: data structures, greedy, sortings

[qwerty787788's solution](#)

1041.

306C

[White, Black and White Again](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2100 · first AC: 2013-05-11 · Java 7 (first AC) · Tags: combinatorics, number theory

[qwerty787788's solution](#)

1042.

301B

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

Quality: 2,795 global accepts · Rating: 2100 · first AC: 2013-05-06 · Java 7 (first AC) · Tags: binary search, graphs, shortest paths

[qwerty787788's solution](#)

1043.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2013-04-11 · Java 7 (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[qwerty787788's solution](#)

1044.

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2013-03-13 · Java 7 (first AC) · Tags: dp, games

[qwerty787788's solution](#)

1045.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2013-02-24 · Java 7 (first AC) · Tags: data structures, graphs, trees

[qwerty787788's solution](#)

1046.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2012-11-04 · Java 7 (first AC) · Tags: dfs and similar, dp, greedy, trees

[qwerty787788's solution](#)

1047.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2012-10-04 · Java 7 (first AC) · Tags: dp, greedy, two pointers

[qwerty787788's solution](#)

1048.

215C

[Crosses](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2100 · first AC: 2012-08-06 · Java 7 (first AC) · Tags: brute force, implementation
[qwerty787788's solution](#)

1049.

178D3

[Magic Squares](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2100 · first AC: 2012-04-28 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1050.

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2011-03-05 · Delphi (first AC) · Tags: binary search, geometry
[qwerty787788's solution](#)

1051.

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2011-09-03 · Delphi (first AC) · Tags: bitmasks, dp, dsu
[qwerty787788's solution](#)

1052.

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2011-08-21 · Delphi (first AC) · Tags: implementation, math
[qwerty787788's solution](#)

1053.

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2011-08-19 · Delphi (first AC) · Tags: geometry, ternary search
[qwerty787788's solution](#)

1054.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2011-08-08 · Delphi (first AC) · Tags: geometry, math
[qwerty787788's solution](#)

1055.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · Rust 2021 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[qwerty787788's solution](#)

1056.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · last AC: 2023-08-02 · Rust 2021 (first AC) · Tags: bitmasks, brute force, dp
[qwerty787788's solution](#)

1057.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 2200 · first AC: 2022-10-07 · Rust 2021 (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths
[qwerty787788's solution](#)

1058.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[qwerty787788's solution](#)

1059.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[qwerty787788's solution](#)

1060.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[qwerty787788's solution](#)

1061.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[qwerty787788's solution](#)

1062.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-30 · Rust 2021 (first AC) · Tags: dp, greedy, sortings, two pointers

[qwerty787788's solution](#)

1063.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · last AC: 2022-01-16 · Rust 2021 (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[qwerty787788's solution](#)

1064.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2022-01-13 · Rust 2021 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[qwerty787788's solution](#)

1065.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-30 · Rust 2021 (first AC) · Tags: brute force, data structures, greedy, strings

[qwerty787788's solution](#)

1066.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · Rust (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[qwerty787788's solution](#)

1067.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · Rust (first AC) · Tags: binary search, data structures, dp, sortings

[qwerty787788's solution](#)

1068.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · Java 8 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[qwerty787788's solution](#)

1069.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-27 · Java 8 (first AC) · Tags: data structures, implementation
[qwerty787788's solution](#)

1070.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-26 · Java 8 (first AC) · Tags: bitmasks, dp
[qwerty787788's solution](#)

1071.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · Java 8 (first AC) · Tags: dp
[qwerty787788's solution](#)

1072.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,171 global accepts · Rating: 2200 · first AC: 2019-01-04 · Java 8 (first AC) · Tags: dp, math, number theory, probabilities
[qwerty787788's solution](#)

1073.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · Java 8 (first AC) · Tags: graphs
[qwerty787788's solution](#)

1074.

981E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · Java 8 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp
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1075.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2017-12-29 · Java 8 (first AC) · Tags: dp, math, probabilities
[qwerty787788's solution](#)

1076.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · Java 8 (first AC) · Tags: bitmasks, dp
[qwerty787788's solution](#)

1077.

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-09-03 · Java 8 (first AC) · Tags: combinatorics, math, number theory
[qwerty787788's solution](#)

1078.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: data structures
[qwerty787788's solution](#)

1079.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · Java 8 (first AC) · Tags: binary search, dp, greedy
[qwerty787788's solution](#)

1080.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,657 global accepts · Rating: 2200 · first AC: 2016-04-15 · Java 8 (first AC) · Tags: dfs and similar, graphs
[qwerty787788's solution](#)

1081.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-19 · Java 7 (first AC) · Tags: binary search, flows, graphs
[qwerty787788's solution](#)

1082.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · Java 7 (first AC) · Tags: dp, greedy, strings
[qwerty787788's solution](#)

1083.

634D

[Package Delivery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-02-28 · Java 7 (first AC) · Tags: data structures, divide and conquer, greedy
[qwerty787788's solution](#)

1084.

618D

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

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-01-29 · Java 8 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
[qwerty787788's solution](#)

1085.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-07-22 · Java 8 (first AC) · Tags: combinatorics, dp, math, number theory
[qwerty787788's solution](#)

1086.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · Java 7 (first AC) · Tags: data structures
[qwerty787788's solution](#)

1087.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: constructive algorithms, greedy, sortings
[qwerty787788's solution](#)

1088.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · Java 8 (first AC) · Tags: brute force, greedy, implementation, math
[qwerty787788's solution](#)

1089.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: brute force, data structures, math, sortings
[qwerty787788's solution](#)

1090.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: dfs and similar, dp, math, trees
[qwerty787788's solution](#)

1091.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: hashing, string suffix structures, strings
[qwerty787788's solution](#)

1092.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-02 · Java 8 (first AC) · Tags: combinatorics, dp, math, number theory
[qwerty787788's solution](#)

1093.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2015-02-24 · Java 8 (first AC) · Tags: greedy, implementation, math, ternary search
[qwerty787788's solution](#)

1094.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2015-02-16 · Java 8 (first AC) · Tags: greedy
[qwerty787788's solution](#)

1095.

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2015-01-27 · Java 8 (first AC) · Tags: dp, greedy
[qwerty787788's solution](#)

1096.

477C

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

Rating: 2200 · first AC: 2014-10-12 · Java 7 (first AC) · Tags: dp
[qwerty787788's solution](#)

1097.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2014-08-28 · GNU C++ (first AC) · Tags: greedy, math
[qwerty787788's solution](#)

1098.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2014-07-17 · Java 7 (first AC) · Tags: brute force, dfs and similar, implementation, number theory
[qwerty787788's solution](#)

1099.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,231 global accepts · Rating: 2200 · first AC: 2014-05-11 · last AC: 2014-05-11 · Java 7 (first AC) · Tags: data structures, divide and conquer, geometry
[qwerty787788's solution](#)

1100.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2014-04-27 · Java 7 (first AC) · Tags: bitmasks, greedy
[qwerty787788's solution](#)

1101.

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2014-03-19 · Java 7 (first AC) · Tags: binary search, greedy, implementation

[qwerty787788's solution](#)

1102.

51D

[Geometrical problem](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2014-03-07 · Java 7 (first AC) · Tags: implementation

[qwerty787788's solution](#)

1103.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2014-01-30 · Java 7 (first AC) · Tags: binary search, data structures

[qwerty787788's solution](#)

1104.

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2014-01-30 · Java 7 (first AC) · Tags: graph matchings

[qwerty787788's solution](#)

1105.

382D

[Ksenia and Pawns](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2014-01-17 · Java 7 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[qwerty787788's solution](#)

1106.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: bitmasks, dp, games

[qwerty787788's solution](#)

1107.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2013-11-29 · Java 7 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[qwerty787788's solution](#)

1108.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2013-11-29 · Java 7 (first AC) · Tags: binary search, data structures

[qwerty787788's solution](#)

1109.

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2013-10-13 · Java 7 (first AC) · Tags: constructive algorithms, dfs and similar, dp

[qwerty787788's solution](#)

1110.

345D

[Chain Letter](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: 2200 · first AC: 2013-09-13 · Ada (first AC) · Tags: *special, dfs and similar, graphs

[qwerty787788's solution](#)

1111.

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-08-16 · Java 7 (first AC) · Tags: brute force, dp, number theory

[qwerty787788's solution](#)

1112.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2013-08-11 · GNU C++ (first AC) · Tags: dp, sortings

[qwerty787788's solution](#)

1113.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,387 global accepts · Rating: 2200 · first AC: 2013-07-23 · Java 7 (first AC) · Tags: bitmasks, dp, graphs

[qwerty787788's solution](#)

1114.

7D

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2013-07-21 · Java 7 (first AC) · Tags: hashing, strings

[qwerty787788's solution](#)

1115.

323B

[Tournament-graph](#) · [Tutorial](#)

Quality: 470 global accepts · Rating: 2200 · first AC: 2013-06-27 · Java 7 (first AC) · Tags: constructive algorithms, graphs

[qwerty787788's solution](#)

1116.

316F1

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: dfs and similar, implementation

[qwerty787788's solution](#)

1117.

301D

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

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2013-05-05 · Java 7 (first AC) · Tags: data structures

[qwerty787788's solution](#)

1118.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2013-03-10 · Java 7 (first AC) · Tags: implementation, math, probabilities, trees

[qwerty787788's solution](#)

1119.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2013-03-04 · Java 7 (first AC) · Tags: bitmasks, dp

[qwerty787788's solution](#)

1120.

271E

[Three Horses](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2200 · first AC: 2013-02-11 · Java 7 (first AC) · Tags: constructive algorithms, math, number theory

[qwerty787788's solution](#)

1121.

257E

[Greedy Elevator](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 2200 · first AC: 2013-01-08 · Java 7 (first AC) · Tags: data structures, implementation

[qwerty787788's solution](#)

1122.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · Rust 2024 (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[qwerty787788's solution](#)

1123.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · Rust 2021 (first AC) · Tags: binary search, brute force, constructive

algorithms, greedy, implementation, math, ternary search

[qwerty787788's solution](#)

1124.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · Rust 2021 (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[qwerty787788's solution](#)

1125.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[qwerty787788's solution](#)

1126.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2300 · first AC: 2023-09-21 · Rust 2021 (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[qwerty787788's solution](#)

1127.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · Rust 2021 (first AC) · Tags: graphs, greedy, shortest paths

[qwerty787788's solution](#)

1128.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-21 · last AC: 2022-03-21 · Rust 2021 (first AC) · Tags: brute force, data structures, graphs, math

[qwerty787788's solution](#)

1129.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2022-02-12 · last AC: 2022-02-12 · Rust 2021 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[qwerty787788's solution](#)

1130.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · last AC: 2022-01-22 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[qwerty787788's solution](#)

1131.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · Rust 2021 (first AC) · Tags: implementation, math, probabilities

[qwerty787788's solution](#)

1132.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · Rust (first AC) · Tags: dp, greedy, math, number theory

[qwerty787788's solution](#)

1133.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-08-15 · Rust (first AC) · Tags: data structures, dfs and similar, greedy, trees

[qwerty787788's solution](#)

1134.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-08-14 · Rust (first AC) · Tags: data structures, math

[qwerty787788's solution](#)

1135.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · Rust (first AC) · Tags: bitmasks, geometry, math, number theory

[qwerty787788's solution](#)

1136.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · Rust (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[qwerty787788's solution](#)

1137.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,988 global accepts · Rating: 2300 · first AC: 2021-06-25 · Rust (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[qwerty787788's solution](#)

1138.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · Rust (first AC) · Tags: graphs, greedy, interactive, shortest paths

[qwerty787788's solution](#)

1139.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · Java 11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[qwerty787788's solution](#)

1140.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · Java 8 (first AC) · Tags: graphs, hashing, math, number theory

[qwerty787788's solution](#)

1141.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: dp

[qwerty787788's solution](#)

1142.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[qwerty787788's solution](#)

1143.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-24 · Java 8 (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[qwerty787788's solution](#)

1144.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-06-16 · Java 8 (first AC) · Tags: chinese remainder theorem, fft, math
[qwerty787788's solution](#)

1145.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2017-09-03 · last AC: 2017-09-03 · Java 8 (first AC) · Tags: brute force, dfs and similar, graphs, trees
[qwerty787788's solution](#)

1146.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · Java 8 (first AC) · Tags: geometry, implementation, math, sortings
[qwerty787788's solution](#)

1147.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-24 · last AC: 2016-08-24 · Java 8 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees
[qwerty787788's solution](#)

1148.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2016-01-19 · Java 8 (first AC) · Tags: constructive algorithms, math, number theory
[qwerty787788's solution](#)

1149.

601C

[Kleofáš and the n-thon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2016-01-16 · Java 8 (first AC) · Tags: dp, math, probabilities
[qwerty787788's solution](#)

1150.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-29 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, trees
[qwerty787788's solution](#)

1151.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2015-07-14 · Java 8 (first AC) · Tags: data structures, sortings, strings
[qwerty787788's solution](#)

1152.

558D

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

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2015-07-14 · Java 8 (first AC) · Tags: data structures, implementation, sortings
[qwerty787788's solution](#)

1153.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-26 · Java 8 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[qwerty787788's solution](#)

1154.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-07 · Java 8 (first AC) · Tags: dp, trees

[qwerty787788's solution](#)

1155.

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2015-02-24 · Java 8 (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

[qwerty787788's solution](#)

1156.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · Java 8 (first AC) · Tags: flows, graph matchings

[qwerty787788's solution](#)

1157.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · Java 8 (first AC) · Tags: data structures, dp, dsu

[qwerty787788's solution](#)

1158.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2014-09-18 · Java 7 (first AC) · Tags: data structures, dp, greedy

[qwerty787788's solution](#)

1159.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2014-08-20 · Java 7 (first AC) · Tags: brute force, constructive algorithms, math

[qwerty787788's solution](#)

1160.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2014-07-07 · last AC: 2014-07-07 · Java 7 (first AC) · Tags: probabilities

[qwerty787788's solution](#)

1161.

438D

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

Quality: 11,595 global accepts · Rating: 2300 · first AC: 2014-06-01 · Java 7 (first AC) · Tags: data structures, math

[qwerty787788's solution](#)

1162.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2014-05-11 · Java 7 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[qwerty787788's solution](#)

1163.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-04-27 · Java 7 (first AC) · Tags: binary search, data structures, hashing

[qwerty787788's solution](#)

1164.

425C

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

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-04-27 · Java 7 (first AC) · Tags: data structures, dp

[qwerty787788's solution](#)

1165.

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2014-04-06 · Java 7 (first AC) · Tags: binary search, data structures, greedy, trees, two

pointers

[qwerty787788's solution](#)

1166.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,341 global accepts · Rating: 2300 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: dp

[qwerty787788's solution](#)

1167.

37D

[Lesson Timetable](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2300 · first AC: 2014-01-19 · Java 7 (first AC) · Tags: combinatorics, dp, math

[qwerty787788's solution](#)

1168.

358E

[Dima and Kicks](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2013-10-25 · Java 7 (first AC) · Tags: brute force, dsu, graphs, implementation

[qwerty787788's solution](#)

1169.

9E

[Interesting graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2013-07-22 · Java 7 (first AC) · Tags: dfs and similar, dsu, graphs

[qwerty787788's solution](#)

1170.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2013-06-14 · Java 7 (first AC) · Tags: dp, games

[qwerty787788's solution](#)

1171.

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: dp

[qwerty787788's solution](#)

1172.

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2013-06-12 · last AC: 2013-06-12 · Java 7 (first AC) · Tags: brute force, dp

[qwerty787788's solution](#)

1173.

316F2

[Suns and Rays](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 2300 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1174.

306D

[Polygon](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 2300 · first AC: 2013-05-11 · Java 7 (first AC) · Tags: constructive algorithms, geometry

[qwerty787788's solution](#)

1175.

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2013-02-28 · Java 7 (first AC) · Tags: constructive algorithms, geometry

[qwerty787788's solution](#)

1176.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms, divide and

conquer, math, ternary search

[qwerty787788's solution](#)

1177.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · Rust 2021 (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[qwerty787788's solution](#)

1178.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · Rust 2021 (first AC) · Tags: greedy, implementation, sortings

[qwerty787788's solution](#)

1179.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · Rust 2021 (first AC) · Tags: data structures, greedy, math, number theory

[qwerty787788's solution](#)

1180.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[qwerty787788's solution](#)

1181.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · Rust 2021 (first AC) · Tags: brute force, data structures, implementation

[qwerty787788's solution](#)

1182.

1585E

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

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2022-02-11 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, trees

[qwerty787788's solution](#)

1183.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2400 · first AC: 2022-02-06 · last AC: 2022-02-07 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[qwerty787788's solution](#)

1184.

1633E

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

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-02-02 · last AC: 2022-02-02 · Rust 2021 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[qwerty787788's solution](#)

1185.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · Rust 2021 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[qwerty787788's solution](#)

1186.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · Rust 2021 (first AC) · Tags: combinatorics, dp, games, math

[qwerty787788's solution](#)

1187.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · Rust 2021 (first AC) · Tags: bitmasks, data structures, dp, matrices
[qwerty787788's solution](#)

1188.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · Rust (first AC) · Tags: bitmasks, brute force, dp, probabilities
[qwerty787788's solution](#)

1189.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · Java 11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[qwerty787788's solution](#)

1190.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-06-06 · Java 11 (first AC) · Tags: brute force, graphs
[qwerty787788's solution](#)

1191.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · Java 11 (first AC) · Tags: dfs and similar, dsu, graphs
[qwerty787788's solution](#)

1192.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · Java 8 (first AC) · Tags: implementation, interactive
[qwerty787788's solution](#)

1193.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · Java 8 (first AC) · Tags: greedy, implementation, strings
[qwerty787788's solution](#)

1194.

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2018-11-04 · Java 8 (first AC) · Tags: data structures, dsu
[qwerty787788's solution](#)

1195.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · Java 8 (first AC) · Tags: graphs, greedy, implementation
[qwerty787788's solution](#)

1196.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-13 · Java 8 (first AC) · Tags: dfs and similar, graphs, hashing
[qwerty787788's solution](#)

1197.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-05 · Java 8 (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices
[qwerty787788's solution](#)

1198.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2017-02-18 · Java 8 (first AC) · Tags: greedy

[qwerty787788's solution](#)

1199.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[qwerty787788's solution](#)

1200.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · Java 8 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[qwerty787788's solution](#)

1201.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · Java 8 (first AC) · Tags: bitmasks, brute force, dp

[qwerty787788's solution](#)

1202.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · Java 8 (first AC) · Tags: dfs and similar, dsu, implementation

[qwerty787788's solution](#)

1203.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2016-05-25 · Java 8 (first AC) · Tags: math

[qwerty787788's solution](#)

1204.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-19 · Java 7 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[qwerty787788's solution](#)

1205.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2016-01-15 · Java 8 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[qwerty787788's solution](#)

1206.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · Java 8 (first AC) · Tags: data structures, greedy, sortings

[qwerty787788's solution](#)

1207.

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2015-05-03 · Java 8 (first AC) · Tags: data structures, sortings

[qwerty787788's solution](#)

1208.

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · Java 8 (first AC) · Tags: —

[qwerty787788's solution](#)

1209.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · last AC: 2015-04-11 · Java 8 (first AC) · Tags: dp, implementation

[qwerty787788's solution](#)

1210.

524E

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

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: data structures, sortings

[qwerty787788's solution](#)

1211.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 2400 · first AC: 2015-02-16 · Java 8 (first AC) · Tags: data structures

[qwerty787788's solution](#)

1212.

513G2

[Inversions problem](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: dp, probabilities

[qwerty787788's solution](#)

1213.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: dfs and similar

[qwerty787788's solution](#)

1214.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-01-18 · Java 8 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[qwerty787788's solution](#)

1215.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2400 · first AC: 2014-09-18 · Java 7 (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[qwerty787788's solution](#)

1216.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2014-07-19 · Java 7 (first AC) · Tags: bitmasks, combinatorics, dp

[qwerty787788's solution](#)

1217.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2014-07-14 · Java 7 (first AC) · Tags: data structures, math, number theory

[qwerty787788's solution](#)

1218.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2014-07-06 · Java 7 (first AC) · Tags: data structures

[qwerty787788's solution](#)

1219.

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-04-17 · Java 7 (first AC) · Tags: constructive algorithms, dp, math

[qwerty787788's solution](#)

1220.

51E

[Pentagon](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2400 · first AC: 2014-03-07 · Java 7 (first AC) · Tags: combinatorics, graphs, matrices

[qwerty787788's solution](#)

1221.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2013-12-29 · last AC: 2013-12-29 · Java 7 (first AC) · Tags: data structures

[qwerty787788's solution](#)

1222.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2013-12-24 · last AC: 2013-12-24 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[qwerty787788's solution](#)

1223.

332D

[Theft of Blueprints](#) · [Tutorial](#)

Quality: 417 global accepts · Rating: 2400 · first AC: 2013-07-24 · Java 7 (first AC) · Tags: graphs, math

[qwerty787788's solution](#)

1224.

332E

[Binary Key](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: 2400 · first AC: 2013-07-24 · Java 7 (first AC) · Tags: dp, greedy, implementation

[qwerty787788's solution](#)

1225.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2013-07-24 · last AC: 2013-07-24 · Java 7 (first AC) · Tags: data structures, sortings

[qwerty787788's solution](#)

1226.

331C2

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

Quality: 440 global accepts · Rating: 2400 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: dp

[qwerty787788's solution](#)

1227.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: dp, math

[qwerty787788's solution](#)

1228.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2013-04-22 · MS C++ (first AC) · Tags: brute force, math, number theory

[qwerty787788's solution](#)

1229.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2013-04-11 · Java 7 (first AC) · Tags: combinatorics, dp

[qwerty787788's solution](#)

1230.

258E

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

Quality: 1,318 global accepts · Rating: 2400 · first AC: 2012-12-22 · Java 7 (first AC) · Tags: data structures, dfs and similar, trees

[qwerty787788's solution](#)

1231.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2012-07-26 · Java 7 (first AC) · Tags: data structures

[qwerty787788's solution](#)

1232.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2400 · first AC: 2012-06-03 · Java 7 (first AC) · Tags: constructive algorithms, greedy, math, matrices

[qwerty787788's solution](#)

1233.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · Rust 2021 (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[qwerty787788's solution](#)

1234.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy

[qwerty787788's solution](#)

1235.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · Rust 2021 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[qwerty787788's solution](#)

1236.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · Rust 2021 (first AC) · Tags: combinatorics, dp, math, probabilities

[qwerty787788's solution](#)

1237.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[qwerty787788's solution](#)

1238.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · Rust 2021 (first AC) · Tags: combinatorics, dp, math, probabilities

[qwerty787788's solution](#)

1239.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · Rust 2021 (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[qwerty787788's solution](#)

1240.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[qwerty787788's solution](#)

1241.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-08-15 · Rust (first AC) · Tags: constructive algorithms, graphs, shortest paths
[qwerty787788's solution](#)

1242.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · Rust (first AC) · Tags: dfs and similar, graphs, greedy
[qwerty787788's solution](#)

1243.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-06-05 · Java 11 (first AC) · Tags: math, number theory, probabilities
[qwerty787788's solution](#)

1244.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · Java 8 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
[qwerty787788's solution](#)

1245.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · Java 8 (first AC) · Tags: combinatorics, geometry, math, sortings
[qwerty787788's solution](#)

1246.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: bitmasks, dp, greedy, sortings
[qwerty787788's solution](#)

1247.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-08-28 · Java 8 (first AC) · Tags: dp
[qwerty787788's solution](#)

1248.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2500 · first AC: 2019-08-28 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees
[qwerty787788's solution](#)

1249.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: flows, graph matchings, graphs
[qwerty787788's solution](#)

1250.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · Java 8 (first AC) · Tags: binary search, dp
[qwerty787788's solution](#)

1251.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory,

shortest paths

[qwerty787788's solution](#)

1252.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-02 · Java 8 (first AC) · Tags: combinatorics, data structures, math

[qwerty787788's solution](#)

1253.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-24 · Java 8 (first AC) · Tags: math

[qwerty787788's solution](#)

1254.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-16 · Java 8 (first AC) · Tags: binary search, dp, greedy

[qwerty787788's solution](#)

1255.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · Java 8 (first AC) · Tags: data structures

[qwerty787788's solution](#)

1256.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-27 · Java 8 (first AC) · Tags: binary search, graph matchings, greedy

[qwerty787788's solution](#)

1257.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2018-03-04 · Java 8 (first AC) · Tags: data structures, games, implementation

[qwerty787788's solution](#)

1258.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-29 · Java 8 (first AC) · Tags: bitmasks, combinatorics, dp, math

[qwerty787788's solution](#)

1259.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-25 · Java 8 (first AC) · Tags: trees

[qwerty787788's solution](#)

1260.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2017-09-03 · Java 8 (first AC) · Tags: brute force, implementation, math

[qwerty787788's solution](#)

1261.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-11 · Java 8 (first AC) · Tags: data structures, greedy, two pointers

[qwerty787788's solution](#)

1262.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-18 · Java 7 (first AC) · Tags: combinatorics, math, number theory

[qwerty787788's solution](#)

1263.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-01-29 · Java 8 (first AC) · Tags: data structures, geometry

[qwerty787788's solution](#)

1264.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-12-30 · Java 8 (first AC) · Tags: binary search, implementation

[qwerty787788's solution](#)

1265.

562E

[Max and Min](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-07-26 · Java 8 (first AC) · Tags: —

[qwerty787788's solution](#)

1266.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-06-27 · Java 7 (first AC) · Tags: binary search, implementation, math

[qwerty787788's solution](#)

1267.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-05-07 · Java 8 (first AC) · Tags: bitmasks, dp

[qwerty787788's solution](#)

1268.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-03-17 · last AC: 2015-03-18 · Java 8 (first AC) · Tags: bitmasks, brute force, fft

[qwerty787788's solution](#)

1269.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2015-01-27 · Java 8 (first AC) · Tags: dfs and similar, graphs

[qwerty787788's solution](#)

1270.

504C

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

Rating: 2500 · first AC: 2015-01-12 · Java 8 (first AC) · Tags: implementation, math

[qwerty787788's solution](#)

1271.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2014-09-20 · Java 7 (first AC) · Tags: binary search, constructive algorithms, math

[qwerty787788's solution](#)

1272.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2014-07-19 · Java 7 (first AC) · Tags: constructive algorithms, number theory

[qwerty787788's solution](#)

1273.

438C

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

Rating: 2500 · first AC: 2014-06-03 · Java 7 (first AC) · Tags: dp, geometry

[qwerty787788's solution](#)

1274.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2014-05-12 · Java 7 (first AC) · Tags: dp, dsu, graphs

[qwerty787788's solution](#)

1275.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2014-01-20 · Java 7 (first AC) · Tags: binary search, implementation, sortings, two pointers

[qwerty787788's solution](#)

1276.

380D

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2014-01-12 · Java 7 (first AC) · Tags: combinatorics, math

[qwerty787788's solution](#)

1277.

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2013-11-11 · Java 7 (first AC) · Tags: combinatorics, dp

[qwerty787788's solution](#)

1278.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2013-07-27 · last AC: 2013-07-28 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[qwerty787788's solution](#)

1279.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · Rust 2021 (first AC) · Tags: combinatorics, dp, greedy, math

[qwerty787788's solution](#)

1280.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · Rust 2021 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[qwerty787788's solution](#)

1281.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · Rust 2021 (first AC) · Tags: data structures, two pointers

[qwerty787788's solution](#)

1282.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[qwerty787788's solution](#)

1283.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · Rust (first AC) · Tags: constructive algorithms, greedy, two pointers

[qwerty787788's solution](#)

1284.

1544F

[Bingo](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-07-17 · Rust (first AC) · Tags: bitmasks, brute force, probabilities

[qwerty787788's solution](#)

1285.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-05-30 · Rust (first AC) · Tags: combinatorics, dp, math, probabilities

[qwerty787788's solution](#)

1286.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · Java 11 (first AC) · Tags: data structures, greedy

[qwerty787788's solution](#)

1287.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · Java 11 (first AC) · Tags: constructive algorithms, games, interactive, math

[qwerty787788's solution](#)

1288.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-21 · Java 8 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[qwerty787788's solution](#)

1289.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · Java 8 (first AC) · Tags: math, strings

[qwerty787788's solution](#)

1290.

1237F

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Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: combinatorics, dp

[qwerty787788's solution](#)

1291.

1209F

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Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[qwerty787788's solution](#)

1292.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-27 · Java 8 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[qwerty787788's solution](#)

1293.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,434 global accepts · Rating: 2600 · first AC: 2017-12-02 · Java 8 (first AC) · Tags: data structures, probabilities

[qwerty787788's solution](#)

1294.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · Java 8 (first AC) · Tags: bitmasks, dp, greedy

[qwerty787788's solution](#)

1295.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2017-01-06 · Java 8 (first AC) · Tags: bitmasks, brute force, fft, strings, trees
[qwerty787788's solution](#)

1296.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · Java 8 (first AC) · Tags: data structures, divide and conquer, dp, matrices
[qwerty787788's solution](#)

1297.

634E

[Preorder Test](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-02-28 · Java 7 (first AC) · Tags: binary search, dfs and similar, graphs, greedy
[qwerty787788's solution](#)

1298.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,385 global accepts · Rating: 2600 · first AC: 2016-02-26 · Java 8 (first AC) · Tags: dfs and similar, dp, graphs, trees
[qwerty787788's solution](#)

1299.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2015-12-29 · Java 7 (first AC) · Tags: data structures, trees
[qwerty787788's solution](#)

1300.

562G

[Replicating Processes](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-07-26 · GNU C++ (first AC) · Tags: —
[qwerty787788's solution](#)

1301.

541E

[Playing on Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: —
[qwerty787788's solution](#)

1302.

541D

[Superhero's Job](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: —
[qwerty787788's solution](#)

1303.

528C

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

Rating: 2600 · first AC: 2015-03-18 · Java 8 (first AC) · Tags: constructive algorithms, graphs
[qwerty787788's solution](#)

1304.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2014-12-13 · Java 8 (first AC) · Tags: dp, probabilities
[qwerty787788's solution](#)

1305.

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2014-10-24 · last AC: 2014-10-24 · Java 8 (first AC) · Tags: bitmasks, dp, probabilities
[qwerty787788's solution](#)

1306.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2014-08-28 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths
[qwerty787788's solution](#)

1307.

382E

[Ksenia and Combinatorics](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2600 · first AC: 2014-01-17 · Java 7 (first AC) · Tags: combinatorics, dp
[qwerty787788's solution](#)

1308.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2013-08-11 · GNU C++ (first AC) · Tags: dp, geometry
[qwerty787788's solution](#)

1309.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2013-07-23 · Java 7 (first AC) · Tags: constructive algorithms
[qwerty787788's solution](#)

1310.

8D

[Two Friends](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2600 · first AC: 2013-07-21 · Java 7 (first AC) · Tags: binary search, geometry
[qwerty787788's solution](#)

1311.

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2013-02-02 · Java 7 (first AC) · Tags: data structures, dp, graphs, sortings
[qwerty787788's solution](#)

1312.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2012-09-09 · Java 7 (first AC) · Tags: brute force, dp
[qwerty787788's solution](#)

1313.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,945 global accepts · Rating: 2600 · first AC: 2011-08-09 · Delphi (first AC) · Tags: greedy
[qwerty787788's solution](#)

1314.

2C

[Commentator problem](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 2600 · first AC: 2011-08-08 · Delphi (first AC) · Tags: geometry
[qwerty787788's solution](#)

1315.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy
[qwerty787788's solution](#)

1316.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · last AC: 2022-02-23 · Rust 2021 (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers
[qwerty787788's solution](#)

1317.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-02-06 · last AC: 2022-02-07 · Rust 2021 (first AC) · Tags: brute force, data structures, hashing, implementation, math

[qwerty787788's solution](#)

1318.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-30 · Rust 2021 (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[qwerty787788's solution](#)

1319.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · Rust (first AC) · Tags: brute force, geometry, math, shortest paths

[qwerty787788's solution](#)

1320.

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-08-14 · Rust (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[qwerty787788's solution](#)

1321.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2021-06-25 · Rust (first AC) · Tags: dp, math

[qwerty787788's solution](#)

1322.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-06-06 · Java 8 (first AC) · Tags: math

[qwerty787788's solution](#)

1323.

1210E

[Wojtek and Card Tricks](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2700 · first AC: 2019-09-22 · Java 8 (first AC) · Tags: math

[qwerty787788's solution](#)

1324.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-18 · Java 8 (first AC) · Tags: constructive algorithms, trees

[qwerty787788's solution](#)

1325.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2018-11-04 · Java 8 (first AC) · Tags: data structures

[qwerty787788's solution](#)

1326.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2018-06-24 · Java 8 (first AC) · Tags: combinatorics, dp, math, trees

[qwerty787788's solution](#)

1327.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-06-24 · Java 8 (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[qwerty787788's solution](#)

1328.

781E

[Andryusha and Nervous Barriers · Tutorial](#)

Rating: 2700 · first AC: 2017-03-05 · Java 8 (first AC) · Tags: data structures

[qwerty787788's solution](#)

1329.

487D

[Conveyor Belts · Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2016-01-19 · Java 8 (first AC) · Tags: data structures

[qwerty787788's solution](#)

1330.

524F

[And Yet Another Bracket Sequence · Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2015-03-21 · last AC: 2015-07-17 · Java 8 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[qwerty787788's solution](#)

1331.

513F1

[Scaygerboss · Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: flows

[qwerty787788's solution](#)

1332.

504D

[Misha and XOR · Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2015-01-12 · Java 8 (first AC) · Tags: bitmasks

[qwerty787788's solution](#)

1333.

500F

[New Year Shopping · Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2014-12-30 · Java 8 (first AC) · Tags: divide and conquer, dp

[qwerty787788's solution](#)

1334.

477D

[Dreamoon and Binary · Tutorial](#)

Quality: 593 global accepts · Rating: 2700 · first AC: 2014-10-12 · Java 8 (first AC) · Tags: dp, strings

[qwerty787788's solution](#)

1335.

464D

[World of Darkraft - 2 · Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2014-09-07 · Java 7 (first AC) · Tags: dp, probabilities

[qwerty787788's solution](#)

1336.

460E

[Roland and Rose · Tutorial](#)

Quality: 382 global accepts · Rating: 2700 · first AC: 2014-08-20 · last AC: 2014-08-20 · Java 7 (first AC) · Tags: brute force, geometry, math, sortings

[qwerty787788's solution](#)

1337.

444E

[DZY Loves Planting · Tutorial](#)

Quality: 856 global accepts · Rating: 2700 · first AC: 2014-07-06 · Java 7 (first AC) · Tags: binary search, dsu, trees

[qwerty787788's solution](#)

1338.

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2013-07-27 · Java 7 (first AC) · Tags: brute force, constructive algorithms
[qwerty787788's solution](#)

1339.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · Rust 2024 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...
[qwerty787788's solution](#)

1340.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · Rust 2021 (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[qwerty787788's solution](#)

1341.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · Rust 2021 (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
[qwerty787788's solution](#)

1342.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[qwerty787788's solution](#)

1343.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · Rust 2021 (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
[qwerty787788's solution](#)

1344.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2022-02-03 · last AC: 2022-02-03 · Rust 2021 (first AC) · Tags: data structures, divide and conquer, interactive, trees
[qwerty787788's solution](#)

1345.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-16 · Rust 2021 (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[qwerty787788's solution](#)

1346.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2022-01-14 · Rust 2021 (first AC) · Tags: binary search, implementation, sortings
[qwerty787788's solution](#)

1347.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · Rust (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers
[qwerty787788's solution](#)

1348.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-07 · Java 8 (first AC) · Tags: bitmasks, dp

[qwerty787788's solution](#)

1349.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-27 · Java 8 (first AC) · Tags: greedy, math, number theory

[qwerty787788's solution](#)

1350.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-06 · Java 8 (first AC) · Tags: data structures

[qwerty787788's solution](#)

1351.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2018-10-08 · Java 8 (first AC) · Tags: bitmasks, brute force, fft, math

[qwerty787788's solution](#)

1352.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-07 · Java 8 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[qwerty787788's solution](#)

1353.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2017-12-30 · Java 8 (first AC) · Tags: dp, math

[qwerty787788's solution](#)

1354.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2017-05-13 · Java 8 (first AC) · Tags: data structures

[qwerty787788's solution](#)

1355.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2016-01-15 · Java 8 (first AC) · Tags: data structures, dp

[qwerty787788's solution](#)

1356.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 2800 · first AC: 2016-01-14 · last AC: 2016-01-14 · Java 8 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[qwerty787788's solution](#)

1357.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2015-07-22 · Java 8 (first AC) · Tags: combinatorics, geometry, probabilities

[qwerty787788's solution](#)

1358.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2015-06-27 · Java 7 (first AC) · Tags: dfs and similar, graphs, trees

[qwerty787788's solution](#)

1359.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: data structures, divide and conquer

[qwerty787788's solution](#)

1360.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2015-05-26 · Java 8 (first AC) · Tags: data structures, string suffix structures, strings, trees

[qwerty787788's solution](#)

1361.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2015-02-19 · last AC: 2015-03-18 · Java 8 (first AC) · Tags: flows

[qwerty787788's solution](#)

1362.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2015-03-02 · Java 8 (first AC) · Tags: greedy

[qwerty787788's solution](#)

1363.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2013-11-10 · Java 7 (first AC) · Tags: graphs, greedy, shortest paths

[qwerty787788's solution](#)

1364.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2013-07-23 · Java 7 (first AC) · Tags: dp

[qwerty787788's solution](#)

1365.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · last AC: 2023-12-30 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[qwerty787788's solution](#)

1366.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-21 · Rust 2021 (first AC) · Tags: binary search, math

[qwerty787788's solution](#)

1367.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · Rust 2021 (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[qwerty787788's solution](#)

1368.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-09 · Rust 2021 (first AC) · Tags: data structures

[qwerty787788's solution](#)

1369.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-08-16 · Java 11 (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths
[qwerty787788's solution](#)

1370.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-07-30 · last AC: 2019-07-30 · Java 8 (first AC) · Tags: greedy, number theory, probabilities

[qwerty787788's solution](#)

1371.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2018-11-10 · Java 8 (first AC) · Tags: strings, trees

[qwerty787788's solution](#)

1372.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2018-07-08 · Java 8 (first AC) · Tags: combinatorics, divide and conquer, trees

[qwerty787788's solution](#)

1373.

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2016-06-08 · Java 8 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities

[qwerty787788's solution](#)

1374.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2900 · first AC: 2015-02-02 · Java 8 (first AC) · Tags: dp, trees

[qwerty787788's solution](#)

1375.

475F

[Meta-universe](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2900 · first AC: 2014-10-05 · Java 7 (first AC) · Tags: data structures

[qwerty787788's solution](#)

1376.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2014-08-08 · Java 7 (first AC) · Tags: data structures

[qwerty787788's solution](#)

1377.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-29 · Rust 2021 (first AC) · Tags: binary search, interactive, trees

[qwerty787788's solution](#)

1378.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-29 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[qwerty787788's solution](#)

1379.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-19 · Rust 2021 (first AC) · Tags: combinatorics, dp, fft, math

[qwerty787788's solution](#)

1380.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-17 · Rust (first AC) · Tags: data structures, dp, math

[qwerty787788's solution](#)

1381.

1563E

[Down Below](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-08-23 · last AC: 2021-08-23 · Rust (first AC) · Tags: graphs

[qwerty787788's solution](#)

1382.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-25 · Rust (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[qwerty787788's solution](#)

1383.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-02 · Java 11 (first AC) · Tags: constructive algorithms, graphs, interactive

[qwerty787788's solution](#)

1384.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2018-02-25 · Java 8 (first AC) · Tags: dp, greedy

[qwerty787788's solution](#)

1385.

852H

[Bob and stages](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2017-09-03 · Java 8 (first AC) · Tags: dp, geometry

[qwerty787788's solution](#)

1386.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2017-04-23 · Java 8 (first AC) · Tags: data structures, divide and conquer, dp

[qwerty787788's solution](#)

1387.

566C

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

Quality: 883 global accepts · Rating: 3000 · first AC: 2015-07-31 · last AC: 2015-07-31 · Java 8 (first AC) · Tags: dfs and similar, divide and conquer, trees

[qwerty787788's solution](#)

1388.

562A

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

Rating: 3000 · first AC: 2015-07-26 · Java 8 (first AC) · Tags: —

[qwerty787788's solution](#)

1389.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2015-07-22 · Java 8 (first AC) · Tags: dp, sortings

[qwerty787788's solution](#)

1390.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2019-08-28 · Java 8 (first AC) · Tags: dp

[qwerty787788's solution](#)

1391.

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2018-05-29 · Java 8 (first AC) · Tags: combinatorics, data structures, dp, fft, math
[qwerty787788's solution](#)

1392.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2017-12-29 · Java 8 (first AC) · Tags: —
[qwerty787788's solution](#)

1393.

855F

[Nagini](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3100 · first AC: 2017-09-24 · Java 8 (first AC) · Tags: binary search, data structures
[qwerty787788's solution](#)

1394.

781F

[Intranet of Buses](#) · [Tutorial](#)

Rating: 3100 · first AC: 2017-03-06 · Java 8 (first AC) · Tags: binary search, geometry, two pointers
[qwerty787788's solution](#)

1395.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2016-03-19 · Java 7 (first AC) · Tags: combinatorics, math, number theory
[qwerty787788's solution](#)

1396.

528E

[Triangles 3000](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3100 · first AC: 2015-03-18 · Java 8 (first AC) · Tags: geometry, sortings
[qwerty787788's solution](#)

1397.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2014-09-20 · Java 7 (first AC) · Tags: graph matchings
[qwerty787788's solution](#)

1398.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2014-03-30 · Java 7 (first AC) · Tags: data structures
[qwerty787788's solution](#)

1399.

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2025-11-23 · Rust 2024 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math
[qwerty787788's solution](#)

1400.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-06 · Rust 2021 (first AC) · Tags: binary search, dp, games, greedy, trees
[qwerty787788's solution](#)

1401.

1782G

[Diverse Coloring](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-01-15 · Rust 2021 (first AC) · Tags: constructive algorithms, dp, greedy, trees
[qwerty787788's solution](#)

1402.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-15 · Rust 2021 (first AC) · Tags: dp, interactive

[qwerty787788's solution](#)

1403.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-25 · Rust 2021 (first AC) · Tags: data structures, math, number theory

[qwerty787788's solution](#)

1404.

1540D

[Inverse Inversions](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-06-25 · last AC: 2021-06-27 · Rust (first AC) · Tags: binary search, brute force, data structures

[qwerty787788's solution](#)

1405.

756E

[Byteland coins](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3200 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: combinatorics, dp, math

[qwerty787788's solution](#)

1406.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2015-08-29 · Java 8 (first AC) · Tags: data structures, greedy

[qwerty787788's solution](#)

1407.

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-09-20 · Rust 2024 (first AC) · Tags: constructive algorithms, math

[qwerty787788's solution](#)

1408.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-21 · last AC: 2023-09-21 · Rust 2021 (first AC) · Tags: data structures

[qwerty787788's solution](#)

1409.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2022-08-17 · last AC: 2022-08-23 · Rust 2021 (first AC) · Tags: data structures, math, number theory

[qwerty787788's solution](#)

1410.

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-06-25 · Rust 2021 (first AC) · Tags: brute force, data structures, geometry, math

[qwerty787788's solution](#)

1411.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2022-02-22 · last AC: 2022-02-23 · Rust 2021 (first AC) · Tags: graphs, greedy, math, probabilities

[qwerty787788's solution](#)

1412.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2021-06-21 · Rust (first AC) · Tags: data structures, dp, geometry, sortings
[qwerty787788's solution](#)

1413.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-05-30 · Rust (first AC) · Tags: bitmasks, dp
[qwerty787788's solution](#)

1414.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2020-10-10 · Java 8 (first AC) · Tags: flows, graphs
[qwerty787788's solution](#)

1415.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2020-07-04 · Java 11 (first AC) · Tags: constructive algorithms, divide and conquer
[qwerty787788's solution](#)

1416.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-06-16 · Rust 2021 (first AC) · Tags: binary search, greedy, two pointers
[qwerty787788's solution](#)

1417.

1466I

[The Riddle of the Sphinx](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2020-12-30 · Java 11 (first AC) · Tags: binary search, data structures, interactive
[qwerty787788's solution](#)

1418.

1870H

[Standard Graph Problem](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3500 · first AC: 2023-09-22 · last AC: 2023-09-22 · Rust 2021 (first AC) · Tags: data structures, graphs, greedy, trees
[qwerty787788's solution](#)

1419.

1852F

[Panda Meetups](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3500 · first AC: 2023-07-27 · last AC: 2023-07-27 · Rust 2021 (first AC) · Tags: data structures, dp, flows
[qwerty787788's solution](#)

1420.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-02-13 · last AC: 2022-02-13 · Rust 2021 (first AC) · Tags: data structures, greedy, math, sortings
[qwerty787788's solution](#)

1421.

1608G

[Alphabetic Tree](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3500 · first AC: 2022-01-15 · Rust 2021 (first AC) · Tags: binary search, data structures, dfs and similar, hashing, string suffix structures, strings, trees
[qwerty787788's solution](#)

1422.

1237G

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

Quality: 166 global accepts · Rating: 3500 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: data structures, dp, greedy
[qwerty787788's solution](#)

1423.

100947E

[Qwerty78 Trip](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1424.

103861F

[Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1425.

103855L

[Make Different](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1426.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · last AC: 2022-03-26 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1427.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1428.

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1429.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1430.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1431.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1432.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1433.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1434.

103388L

[Listing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1435.

103388D

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

Rating: — · first AC: 2022-03-23 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1436.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1437.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1438.

103388M

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

Rating: — · first AC: 2022-03-23 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1439.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1440.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1441.

103388C

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

Rating: — · first AC: 2022-03-23 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1442.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1443.

103388H

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

Rating: — · first AC: 2022-03-23 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1444.

100110J

[Three Squares](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1445.

100110B

[Lots of Combinations](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1446.

100110C

[Curiosity](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1447.

100110F

[Hash](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1448.

100110A

[Asymmetric Art](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1449.

100110H

[Good Students and Bad Students](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1450.

100110G

[RLE Size](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1451.

1029367

[BT, D, 8CR @ C AC @ C AC 8](#)

Rating: — · first AC: 2022-02-23 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1452.

101309J

[Jungle Outpost](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · Rust 2021 (first AC) · Tags: —
[qwerty787788's solution](#)

1453.

103202J

[Descent of Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · Rust (first AC) · Tags: —
[qwerty787788's solution](#)

1454.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · Rust (first AC) · Tags: —
[qwerty787788's solution](#)

1455.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · Rust (first AC) · Tags: —
[qwerty787788's solution](#)

1456.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · Rust (first AC) · Tags: —
[qwerty787788's solution](#)

1457.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · Rust (first AC) · Tags: —
[qwerty787788's solution](#)

1458.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · Rust (first AC) · Tags: —
[qwerty787788's solution](#)

1459.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · Rust (first AC) · Tags: —
[qwerty787788's solution](#)

1460.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · Rust (first AC) · Tags: —
[qwerty787788's solution](#)

1461.

1531E3

[B 7D B C, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-24 · last AC: 2021-05-24 · Rust (first AC) · Tags: *special, binary search
[qwerty787788's solution](#)

1462.

1531E2

[B 7D B C, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-24 · Rust (first AC) · Tags: *special, brute force
[qwerty787788's solution](#)

1463.

1531E1

[B 7D B C, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-24 · Rust (first AC) · Tags: *special
[qwerty787788's solution](#)

1464.

1531D

[B 5CD0C#BC @ D45CÂ C,,=C45D Â 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-24 · Rust (first AC) · Tags: *special
[qwerty787788's solution](#)

1465.

1531C

[B 8CÄieCTBD 8Dt=D 9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-24 · Rust (first AC) · Tags: *special, constructive algorithms, dp
[qwerty787788's solution](#)

1466.

1531B2

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-24 · Rust (first AC) · Tags: *special
[qwerty787788's solution](#)

1467.

1531B1

[AAsC08D\\$>D 8C03](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-24 · Rust (first AC) · Tags: *special

[qwerty787788's solution](#)

1468.

1531A

[At8C03OT@|icolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-24 · Rust (first AC) · Tags: *special, implementation

[qwerty787788's solution](#)

1469.

100721H

[Guardian of Decency](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-21 · Java 8 (first AC) · Tags: —

[qwerty787788's solution](#)

1470.

100721D

[Bowlstack](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-21 · Java 8 (first AC) · Tags: —

[qwerty787788's solution](#)

1471.

100721C

[Laserbox](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-21 · Java 8 (first AC) · Tags: —

[qwerty787788's solution](#)

1472.

100721F

[Reduced ID Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-21 · Java 8 (first AC) · Tags: —

[qwerty787788's solution](#)

1473.

100721I

[Up the Stairs](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-21 · Java 8 (first AC) · Tags: —

[qwerty787788's solution](#)

1474.

100703E

[Dragons in sleeping](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-18 · Java 8 (first AC) · Tags: —

[qwerty787788's solution](#)

1475.

100703H

[A lot of work](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-18 · Java 8 (first AC) · Tags: —

[qwerty787788's solution](#)

1476.

100703F

[Game of words](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-18 · Java 8 (first AC) · Tags: —

[qwerty787788's solution](#)

1477.

100703J

[A lot of time](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-18 · Java 8 (first AC) · Tags: —

[qwerty787788's solution](#)

1478.

100703K

[Word order](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-18 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1479.

100703A

[Tea-drinking](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-18 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1480.

100703G

[Game of numbers](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-18 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1481.

100703I

[Endeavor for perfection](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-18 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1482.

100703B

[Energy Saving](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-18 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1483.

100703L

[Many questions](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-18 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1484.

100703M

[It's complicated](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-18 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1485.

100653D

[BTDHC,,DD >C\\$:C](#)

Rating: — · first AC: 2015-03-28 · Java 8 (first AC) · Tags: —
[qwerty787788's solution](#)

1486.

100653C

[A=>C03D 5D A Dä=D`E C`NC 8D\\$5C`5C•](#)

Rating: — · first AC: 2015-03-28 · Java 8 (first AC) · Tags: —
[qwerty787788's solution](#)

1487.

100653B

[AD>CÄD,,=CT5 Ct0CD0C08CP](#)

Rating: — · first AC: 2015-03-28 · last AC: 2015-03-28 · Java 8 (first AC) · Tags: —
[qwerty787788's solution](#)

1488.

100653A

[AÄ0048Dt5D :C,,5 C#0D BCäGC#8](#)

Rating: — · first AC: 2015-03-28 · Java 8 (first AC) · Tags: —
[qwerty787788's solution](#)

1489.

100587C

[Autocomplete Strikes Back](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-25 · Java 8 (first AC) · Tags: —
[qwerty787788's solution](#)

1490.

100587B

[All Critical](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-25 · Java 8 (first AC) · Tags: —
[qwerty787788's solution](#)

1491.

100587A

[Lazy Sort](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-25 · Java 8 (first AC) · Tags: —
[qwerty787788's solution](#)

1492.

100579D

[Corporate Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · Java 8 (first AC) · Tags: —
[qwerty787788's solution](#)

1493.

100570E

[Palindrome Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-07 · Java 8 (first AC) · Tags: —
[qwerty787788's solution](#)

1494.

100570B

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-07 · Java 8 (first AC) · Tags: —
[qwerty787788's solution](#)

1495.

100526F

[Floating Formation](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1496.

100526D

[Dropping Directions](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · Java 7 (first AC) · Tags: —
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1497.

100526I

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1498.

100526K

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1499.

100526A

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1500.

100526C

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1501.

100526J

[Jury Jeopardy](#) · [Tutorial](#)

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1502.

100526E

[Excellent Engineers](#) · [Tutorial](#)

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1503.

100526G

[Growling Gears](#) · [Tutorial](#)

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1504.

100526B

[Button Bashing](#) · [Tutorial](#)

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1505.

100523D

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

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1506.

100523B

[Bytean Road Race](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

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1507.

100523A

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

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1508.

100523F

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

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1509.

100523G

[Bits Generator](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

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1510.

100523I

[Intelligence Quotient](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1511.

100523E

[Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —
[qwerty787788's solution](#)

1512.

100523J

[Cave](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1513.

100523H

[Afternoon Tea](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1514.

100523K

[Cross Spider](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —
[qwerty787788's solution](#)

1515.

100523C

[Will It Stop?](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —
[qwerty787788's solution](#)

1516.

100506H

[Hiking](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · Java 8 (first AC) · Tags: —
[qwerty787788's solution](#)

1517.

100506C

[Cutting Banknotes](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · Java 8 (first AC) · Tags: —
[qwerty787788's solution](#)

1518.

100506F

[Splitting the Loot](#) · [Tutorial](#)

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[qwerty787788's solution](#)

1519.

100506E

[Lingo](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · Java 8 (first AC) · Tags: —
[qwerty787788's solution](#)

1520.

100506B

[Bus Pass](#) · [Tutorial](#)

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[qwerty787788's solution](#)

1521.

100506I

[Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · Java 8 (first AC) · Tags: —
[qwerty787788's solution](#)

1522.

100506J

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · Java 8 (first AC) · Tags: —
[qwerty787788's solution](#)

1523.

100506D

[Dice Password Security](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · Java 8 (first AC) · Tags: —
[qwerty787788's solution](#)

1524.

100506G

[Pachinko](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · Java 8 (first AC) · Tags: —
[qwerty787788's solution](#)

1525.

100506A

[Average distance](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · Java 8 (first AC) · Tags: —
[qwerty787788's solution](#)

1526.

100503C

[Electrician](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1527.

100503D

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

Rating: — · first AC: 2014-10-09 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1528.

100503K

[Wiki Lists](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1529.

100503F

[The Monochrome Picture](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1530.

100503A

[Walking around Berhattan](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1531.

100503G

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1532.

100503H

[Annuity Payment Scheme](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1533.

100502B

[Basin City Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1534.

100502J

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1535.

100502F

[Particle Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1536.

100502I

[How Many Squares?](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1537.

100502C

[Catalan Square](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1538.

100502G

[Outing](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1539.

100502A

[Amanda Lounges](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1540.

100502K

[Train Passengers](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1541.

100502H

[Clock Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1542.

100502D

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1543.

100502E

[Opening Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1544.

100501F

[B to C and D](#)

Rating: — · first AC: 2014-10-04 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1545.

100497L

[Mine Layer](#) · Tutorial

Rating: — · first AC: 2014-10-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1546.

100497D

[Board Queries](#) · Tutorial

Rating: — · first AC: 2014-10-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1547.

100497J

[Baza](#) · Tutorial

Rating: — · first AC: 2014-10-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1548.

100497I

[Barica](#) · Tutorial

Rating: — · first AC: 2014-10-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1549.

100497E

[Homework](#) · Tutorial

Rating: — · first AC: 2014-10-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1550.

100497C

[Hopscotch Race](#) · Tutorial

Rating: — · first AC: 2014-10-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1551.

100497K

[Dependency Problems](#) · Tutorial

Rating: — · first AC: 2014-10-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1552.

100497A

[Dance Floor](#) · Tutorial

Rating: — · first AC: 2014-10-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1553.

100497B

[Palindrome](#) · Tutorial

Rating: — · first AC: 2014-10-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1554.

100497H

[Pascal](#) · Tutorial

Rating: — · first AC: 2014-10-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1555.

100497G

[Sum of One-sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1556.

100494C

[Code Theft](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1557.

100494J

[Just A Few More Triangles!](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1558.

100494H

[Hard Evidence](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1559.

100494A

[Aspen Avenue](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1560.

100494L

[Train Timetable](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1561.

100494I

[Introspective Caching](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1562.

100494G

[Getting Gold](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1563.

100494K

[Best Cow Line](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1564.

100494B

[Best Compression Ever](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1565.

100494E

[Event Planning](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1566.

100482F

[Magician Wars](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-22 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1567.

100482D

[Lightning](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-22 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1568.

100482E

[Magical Code](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-22 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1569.

100482I

[Searching](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-22 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1570.

100482H

[Real Magic](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-22 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1571.

100482J

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-22 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1572.

100482G

[Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-22 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1573.

100482C

[Letter Array](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-22 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1574.

100482B

[Farmer](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-22 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1575.

100482A

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-22 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1576.

100488G

[Change-making Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1577.

100488H

[Tony Hawk's Pro Skater](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1578.

100488I

[Map Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1579.

100488K

[Two Pirates](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1580.

100488J

[Hyperdromes Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1581.

100486D

[Mine the Gradient](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1582.

100486F

[Intergalactic Mortgage](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1583.

100486H

[Ambiguous Result](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1584.

100486J

[Saving the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1585.

100486B

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1586.

100486K

[Who is who's boss?](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1587.

100486E

[Invasion](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1588.

100486C

[Text Encryption](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1589.

100484G

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1590.

100484H

[Advertisement](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1591.

100484K

[Completion](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1592.

100484C

[Expression](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1593.

100484E

[Lock Manager](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1594.

100484L

[Cow Acrobats](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1595.

100484F

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1596.

100484I

[Random Route](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1597.

100484A

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1598.

100463C

[Pivot](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-04 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1599.

100463D

[Evil](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-04 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1600.

100463A

[Crossing Number](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-04 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1601.

100460K

[Epilogue](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-29 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1602.

100460C

[Born for the Battle](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-29 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1603.

100460H

[A Ballad about the Tear](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-29 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1604.

100460B

[Time of Trial](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-29 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1605.

100460L

[Icy Rider](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-29 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1606.

100454D

[A\\$@D\\$@D4:D\\$>D ?C,,;](#)

Rating: — · first AC: 2014-06-08 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1607.

100454F

[B\\$C&D](#)

Rating: — · first AC: 2014-06-08 · last AC: 2014-06-08 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1608.

100319B

[B\\$>DtCÀD\\$>Dt:C À Ct0CôOD\\$0Dôâââ](#)

Rating: — · first AC: 2014-05-09 · GNU C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1609.

100319J

[A\\$5D65D BD CCD=Cä3Cä 4CÔO](#)

Rating: — · first AC: 2014-05-09 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1610.

100319H

[A\\$DAD\\$0CÔ>C\\$;CT=C,,5 CòCD\\$8](#)

Rating: — · first AC: 2014-05-09 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1611.

100319C

[A" ?Câ0D :C E CÔ5Cô@CäBC,,2Cä@CTGC,,2CäAD\\$8](#)

Rating: — · first AC: 2014-05-09 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1612.

100319F

[A@Cä4D4:D\\$>C\\$0Dò :Cä@Ct8CÔ0](#)

Rating: — · first AC: 2014-05-09 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1613.

100319D

[AÖ0C0?C,,ADÂ =C AD\\$5CÔ5](#)

Rating: — · first AC: 2014-05-09 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1614.

100319E

[A\\$D&CÄKCR 0D 3D4<CT=D\\$K](#)

Rating: — · first AC: 2014-05-09 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1615.

100319A

[A AD&d8C BC,,2CÔ>CR <D`HC`5CÔ8CP](#)

Rating: — · first AC: 2014-05-09 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1616.

100319G

[A1505CÔKC' 8 Dt5D =D`9](#)

Rating: — · first AC: 2014-05-09 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1617.

100297C

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

Rating: — · first AC: 2014-05-01 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1618.

100297A

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-01 · GNU C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1619.

100297E

[Nu, pogodi! \(Well, Just You Wait\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-01 · GNU C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1620.

100297H

[Splitting of the telephone number](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-01 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1621.

100297F

[Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-01 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1622.

100297G

[Socks](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-01 · GNU C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1623.

100427D

[ASAD\\$@CTGC A CÔ5C,,7C 5Cd=D`<](#)

Rating: — · first AC: 2014-04-30 · last AC: 2014-04-30 · GNU C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1624.

100427G

[A`UCosD 0D\\$>D =Cä5 D\\$5D BC,,@Cä2C =C,,5](#)

Rating: — · first AC: 2014-04-30 · GNU C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1625.

100427F

[What, Where, When?](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-30 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1626.

100427E

[42](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-30 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1627.

100427A

[B`C`o`p`a`](#)

Rating: — · first AC: 2014-04-30 · GNU C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1628.

100427B

[Solar Energy](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-30 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1629.

100427C

[A`UD`Q`D" 0C\\$BCä<C BCä<](#)

Rating: — · first AC: 2014-04-30 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1630.

100424E

[A`UC`o`r`a`D >C`>Cd8D\\$L D 5D\\$L](#)

Rating: — · first AC: 2014-04-19 · last AC: 2014-04-19 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1631.

100424D

[B\\$@C`E`D`d`2`C`T`B`C`Ô`K`C`R` H`C` E`C`Ä`0`D`\\$`K`](#)

Rating: — · first AC: 2014-04-19 · GNU C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1632.

100424C

[Aä1-D0D\\$=C O Ct0CD0Dt0 Câ =C 8C >C'LD,,5C' 2Cä7D 0D BC ND"5C' ?Cä4Cö>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2014-04-19 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1633.

100424B

[B\\$007a@CT@](#)

Rating: — · first AC: 2014-04-19 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1634.

100424A

[A,3D0!](#)

Rating: — · first AC: 2014-04-19 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1635.

100418D

[BOPC](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-19 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1636.

100418B

[Sum of sequences](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-19 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1637.

100418J

[Lucky tickets](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-19 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1638.

100418K

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-19 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1639.

100418A

[A+-B](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-19 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1640.

100032C

[Icicles](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-21 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1641.

100032B

[Cuts](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-21 · GNU C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1642.

100032E

[Awticulation disowdews](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-21 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1643.

100032D

[The Millenium](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-21 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1644.

100032H

[Poplars](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-21 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1645.

100032J

[Islands](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-21 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1646.

100032L

[Races](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-21 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1647.

100032A

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-21 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1648.

100246A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-08 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1649.

100279B

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-08 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1650.

1003543

[AÄ50d@ CT3C,,>CÔ0C'LCÔ0Dð >C'8CÄ?C,,0CDO](#)

Rating: — · first AC: 2014-02-03 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1651.

1003542

[B 7C,ACä: D,,:Cä;](#)

Rating: — · first AC: 2014-02-03 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1652.

1003541

[POBEDA-2014](#) · [Tutorial](#)

Rating: — · first AC: 2014-02-03 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1653.

100254L

[Rolling Cube](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1654.

100254J

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1655.

100254K

[Keks](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1656.

100254I

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1657.

100247K

[Three Contests](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-19 · MS C++ (first AC) · Tags: —
[qwerty787788's solution](#)

1658.

100247G

[City Square](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1659.

100247L

[For the Honest Election](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1660.

100247I

[Meteor Flow](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1661.

100247E

[Of Groups and Rights](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1662.

100247F

[Battle Fury](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1663.

100247A

[The Power of the Dark Side](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1664.

100247C

[Victor's Research](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1665.

100247J

[The Best Statement](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1666.

100247H

[Secret Information](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1667.

100247B

[Similar Strings](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1668.

100247D

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1669.

100229O

[O](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1670.

100229M

[M](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1671.

100229L

[L](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1672.

100229K

[K](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1673.

100229J

[J](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1674.

100229I

[I](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1675.

100229H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-19 · GNU C++ (first AC) · Tags: —
[qwerty787788's solution](#)

1676.

100229F

[F · Tutorial](#)

Rating: — · first AC: 2013-09-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1677.

100229E

[E · Tutorial](#)

Rating: — · first AC: 2013-09-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1678.

100229D

[D · Tutorial](#)

Rating: — · first AC: 2013-09-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1679.

100229C

[C · Tutorial](#)

Rating: — · first AC: 2013-09-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1680.

100229B

[B · Tutorial](#)

Rating: — · first AC: 2013-09-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1681.

100229A

[A · Tutorial](#)

Rating: — · first AC: 2013-09-19 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1682.

100228H

[This Takes the Cake · Tutorial](#)

Rating: — · first AC: 2013-09-18 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1683.

100228J

[Common Permutation · Tutorial](#)

Rating: — · first AC: 2013-09-18 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1684.

100228A

[Crypto Columns · Tutorial](#)

Rating: — · first AC: 2013-09-18 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1685.

100227H

[Double Trouble · Tutorial](#)

Rating: — · first AC: 2013-09-11 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1686.

100227F

[To Bet or Not To Bet · Tutorial](#)

Rating: — · first AC: 2013-09-11 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1687.

100227D

[Stacking Cubes](#) · Tutorial

Rating: — · first AC: 2013-09-11 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1688.

100227L

[Crossed ladders](#) · Tutorial

Rating: — · first AC: 2013-09-11 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1689.

100227J

[Cigarettes](#) · Tutorial

Rating: — · first AC: 2013-09-11 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1690.

100194D

[A@D](#)

Rating: — · first AC: 2013-08-21 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1691.

100194A

[A@D](#)

Rating: — · first AC: 2013-08-21 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1692.

100194B

[B@D](#)

Rating: — · first AC: 2013-08-21 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1693.

100109B

[Chess Championship](#) · Tutorial

Rating: — · first AC: 2013-08-08 · GNU C++ (first AC) · Tags: —
[qwerty787788's solution](#)

1694.

100109A

[Cafe](#) · Tutorial

Rating: — · first AC: 2013-08-08 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1695.

100109H

[Sultan's Pearls](#) · Tutorial

Rating: — · first AC: 2013-08-08 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1696.

100109G

[Database Optimization](#) · Tutorial

Rating: — · first AC: 2013-08-08 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1697.

100109E

[Dragons and Princesses](#) · Tutorial

Rating: — · first AC: 2013-08-08 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1698.

100109F

[Dumbbells](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-08 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1699.

100109J

[Ternary Password](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-08 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1700.

100109L

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

Rating: — · first AC: 2013-08-08 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1701.

100082E

[strings](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1702.

100082D

[cows](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1703.

100082G

[area](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1704.

100082F

[qsort](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1705.

100082B

[connect2](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1706.

100082C

[bfs](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1707.

100082A

[lis](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1708.

100187C

[Very Spacious Office](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1709.

100187I

[Derivative of Array](#) · Tutorial

Rating: — · first AC: 2013-08-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1710.

100187G

[Image Processing](#) · Tutorial

Rating: — · first AC: 2013-08-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1711.

100187F

[Doomsday](#) · Tutorial

Rating: — · first AC: 2013-08-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1712.

100187J

[Deck Shuffling](#) · Tutorial

Rating: — · first AC: 2013-08-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1713.

100187M

[Heaviside Function](#) · Tutorial

Rating: — · first AC: 2013-08-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1714.

100187E

[Two Labyrinths](#) · Tutorial

Rating: — · first AC: 2013-08-06 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1715.

100187K

[Perpetuum Mobile](#) · Tutorial

Rating: — · first AC: 2013-08-05 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1716.

100187A

[Potion of Immortality](#) · Tutorial

Rating: — · first AC: 2013-08-05 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1717.

100187H

[Mysterious Photos](#) · Tutorial

Rating: — · first AC: 2013-08-05 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1718.

100187D

[Holidays](#) · Tutorial

Rating: — · first AC: 2013-08-05 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1719.

100187B

[A Lot of Joy](#) · Tutorial

Rating: — · first AC: 2013-08-05 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1720.

100187L

[Ministry of Truth](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-05 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1721.

100135H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1722.

100135F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1723.

100135G

[G](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1724.

100135K

[K](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1725.

100135I

[I](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1726.

100135J

[J](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1727.

100135E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1728.

100135D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1729.

100135C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1730.

100135B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1731.

100135A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: —
[qwerty787788's solution](#)

1732.

100030J

[Secret Laboratory](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: —
[qwerty787788's solution](#)

1733.

100030I

[Prohibition](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: —
[qwerty787788's solution](#)

1734.

100090J

[Product Innovation](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1735.

100090B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1736.

100090F

[Asperger Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1737.

100090H

[Game with the Stones](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1738.

100090A

[After Two Hares](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1739.

100090I

[Retakes](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1740.

100090E

[Counterfeiters](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1741.

100090D

[Insomnia](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1742.

100090G

[The Last Wish](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1743.

100090M

[Jumping along the Hummocks](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1744.

100090K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1745.

100090L

[Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1746.

100090C

[Graph Restoration](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-02 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1747.

100198A

[Areas](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-01 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1748.

100198E

[Strong Defence](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-31 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1749.

100198B

[Beloved Sons](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-31 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1750.

100198F

[Weird Dissimilarity](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-31 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1751.

100197B

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Rating: — · first AC: 2013-07-30 · Java 7 (first AC) · Tags: —
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1752.

100197A

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Rating: — · first AC: 2013-07-30 · Java 7 (first AC) · Tags: —
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1753.

100197E

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1754.

100197G

[Robbers](#) · [Tutorial](#)

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1755.

100197C

[Hyperhuffman](#) · [Tutorial](#)

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1756.

100199H

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1757.

100199C

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Rating: — · first AC: 2013-07-29 · Java 7 (first AC) · Tags: —
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1758.

100199E

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Rating: — · first AC: 2013-07-29 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1759.

100199F

[Get Out!](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-29 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1760.

100199G

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-29 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1761.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-29 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1762.

100199D

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

Rating: — · first AC: 2013-07-29 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1763.

100199A

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Rating: — · first AC: 2013-07-29 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1764.

100181A

[AÔ50Ô:Ç: D2 „,?D >D BC O\)](#)

Rating: — · first AC: 2013-04-10 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1765.

10017822

[AË×O1?C GCä:](#)

Rating: — · first AC: 2013-03-30 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1766.

10017812

[AÄCD\\$0Dd8Dö](#)

Rating: — · first AC: 2013-03-30 · last AC: 2013-03-30 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1767.

10017821

[AË×OÖAD\\$@D4:D\\$>D](#)

Rating: — · first AC: 2013-03-30 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1768.

10017811

[AË×O15CÔ4C @DÀ](#)

Rating: — · first AC: 2013-03-30 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1769.

100126C

[AË×O18CÔ4D >CÄK](#)

Rating: — · first AC: 2012-12-29 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1770.

100126D

[AË×O16Cä5 DT5D,,8D >C\\$0CÔ8CP](#)

Rating: — · first AC: 2012-12-29 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1771.

100126A

[AË×O16AD\\$@Cä:C€](#)

Rating: — · first AC: 2012-12-29 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1772.

100149A

[B 500@CTBCÔKCR ?CT@CT3Cä2Cä@D°](#)

Rating: — · first AC: 2012-12-26 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1773.

100149J

[BtC00G| =C :C <C,,=CP](#)

Rating: — · first AC: 2012-12-26 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1774.

100149F

[HEX · Tutorial](#)

Rating: — · first AC: 2012-12-26 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1775.

100149I

[A\\$CñHCT1CÔKC' <CTHCä:](#)

Rating: — · first AC: 2012-12-26 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1776.

100149G

[B\\$5DcBäC Ô0 D\\$CCô>D BDÀ](#)

Rating: — · first AC: 2012-12-26 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1777.

100149E

[A4DriaD :Cä?](#)

Rating: — · first AC: 2012-12-26 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1778.

100149D

[BñCäisD°](#)

Rating: — · first AC: 2012-12-26 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1779.

100131B

[AñCÔ4CT=D 0Dd8Dò 3D 0DD0](#)

Rating: — · first AC: 2012-12-24 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1780.

100131K

[Añ5C40-C,=C\\$5D AC,,8](#)

Rating: — · first AC: 2012-12-24 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1781.

100131R

[Añ2CTñCDK](#)

Rating: — · first AC: 2012-12-24 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1782.

100131F

[Aö5D5D 5Dt5CÔ8CR 4C\\$CDR >D\\$@CT7Cñ>C](#)

Rating: — · first AC: 2012-12-24 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1783.

100131N

[B\\$Dñ0, ACäGC'5CÔ5CÔ8Dò](#)

Rating: — · first AC: 2012-12-24 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1784.

100131A

[AññDñ8D°](#)

Rating: — · first AC: 2012-12-24 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1785.

100131Q

[AäAD\\$>C\\$=Cä5 CD5D 5C\\$> 2](#)

Rating: — · first AC: 2012-12-24 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1786.

100131M

[Aô5D8Cä4 D BD >C#8](#)

Rating: — · first AC: 2012-12-24 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1787.

100131T

[Aä10A5CÐ](#)

Rating: — · first AC: 2012-12-24 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1788.

100131O

[A@CäAD\\$0Dò 7C 4C GC](#)

Rating: — · first AC: 2012-12-24 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1789.

100131I

[AÄ0D\\$@C,,FC](#)

Rating: — · first AC: 2012-12-24 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1790.

100145A

[Aô>C00D!C, : 8 CÄ0D BC](#)

Rating: — · first AC: 2012-12-23 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1791.

100145C

[A!0C0D0!0 AT2C#;C,,4C](#)

Rating: — · first AC: 2012-12-23 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1792.

100145F

[Aô5D2E O Dd8DD@C AD\\$5Cô5CÔ8](#)

Rating: — · first AC: 2012-12-23 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1793.

100145E

[AD50!aD\\$5C'8](#)

Rating: — · first AC: 2012-12-23 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1794.

100118E

[Aô#0!aC\\$8CÔ0](#)

Rating: — · first AC: 2012-12-23 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1795.

100138B

[B\\$>D!aC€](#)

Rating: — · first AC: 2012-12-08 · last AC: 2012-12-08 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1796.

100128C

[Aô#0!aC AC#0 Ct0C >D 0](#)

Rating: — · first AC: 2012-11-18 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1797.

100070L

[L · Tutorial](#)

Rating: — · first AC: 2012-09-11 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1798.

100070F

[F · Tutorial](#)

Rating: — · first AC: 2012-09-11 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1799.

100070D

[D · Tutorial](#)

Rating: — · first AC: 2012-09-11 · MS C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1800.

100070I

[I · Tutorial](#)

Rating: — · first AC: 2012-09-11 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1801.

100070E

[E · Tutorial](#)

Rating: — · first AC: 2012-09-11 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1802.

100070K

[K · Tutorial](#)

Rating: — · first AC: 2012-09-11 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1803.

100070C

[C · Tutorial](#)

Rating: — · first AC: 2012-09-11 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1804.

100070B

[B · Tutorial](#)

Rating: — · first AC: 2012-09-11 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1805.

100070A

[A · Tutorial](#)

Rating: — · first AC: 2012-09-11 · last AC: 2012-09-11 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1806.

100002A

[Amusing Numbers · Tutorial](#)

Rating: — · first AC: 2012-08-13 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1807.

100002B

[Bricks · Tutorial](#)

Rating: — · first AC: 2012-08-13 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1808.

100002F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-13 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1809.

100002D

[Decoding Task](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-13 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1810.

100002C

[Cricket Field](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-13 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1811.

100030L

[Make Your Donation Now](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-12 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1812.

100030F

[Magic Chains](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-12 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1813.

100030A

[Innovative Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-12 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1814.

100030K

[Triskaidekaphobia](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-12 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1815.

100030G

[Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-12 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1816.

100030H

[The Longest Good Substring](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-12 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1817.

100030E

[Tests Preparation](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-12 · MS C++ (first AC) · Tags: —
[qwerty787788's solution](#)

1818.

100030D

[Broadcasting](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-12 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1819.

100030C

[Pink Elephants](#) · Tutorial

Rating: — · first AC: 2012-08-12 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1820.

100030B

[Epic Battle](#) · Tutorial

Rating: — · first AC: 2012-08-12 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1821.

100062D

[D](#) · Tutorial

Rating: — · first AC: 2012-08-06 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1822.

100062I

[I](#) · Tutorial

Rating: — · first AC: 2012-08-06 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1823.

100062A

[A](#) · Tutorial

Rating: — · first AC: 2012-08-06 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1824.

100062G

[G](#) · Tutorial

Rating: — · first AC: 2012-08-06 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1825.

100062B

[B](#) · Tutorial

Rating: — · first AC: 2012-08-06 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1826.

100062C

[C](#) · Tutorial

Rating: — · first AC: 2012-08-06 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1827.

100061B

[A&D&C00Dd8Dö](#)

Rating: — · first AC: 2012-08-01 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1828.

100061A

[AT&D&5D BC =Cä2C#0](#)

Rating: — · first AC: 2012-08-01 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1829.

100056E

[B\\$@C#Ct0C#FC,,8](#)

Rating: — · first AC: 2012-08-01 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1830.

100056C

[A2C14 0D](#)

Rating: — · first AC: 2012-08-01 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1831.

100056B

[A5D5C\\$>Dt=C O C6>DtBC](#)

Rating: — · first AC: 2012-07-31 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1832.

100056A

[B5015D,,>D0](#)

Rating: — · first AC: 2012-07-31 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1833.

100065F

[Fort Boyard](#) · Tutorial

Rating: — · first AC: 2012-07-28 · MS C++ (first AC) · Tags: —
[qwerty787788's solution](#)

1834.

100065E

[Player](#) · Tutorial

Rating: — · first AC: 2012-07-28 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1835.

100065A

[Palindromes](#) · Tutorial

Rating: — · first AC: 2012-07-28 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1836.

100065B

[Sequence](#) · Tutorial

Rating: — · first AC: 2012-07-28 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1837.

100066A

[Construction](#) · Tutorial

Rating: — · first AC: 2012-07-24 · MS C++ (first AC) · Tags: —
[qwerty787788's solution](#)

1838.

100066E

[Tron](#) · Tutorial

Rating: — · first AC: 2012-07-23 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1839.

100066B

[Sequence-2](#) · Tutorial

Rating: — · first AC: 2012-07-23 · Java 7 (first AC) · Tags: —
[qwerty787788's solution](#)

1840.

100066D

[Cottage demolition](#) · Tutorial

Rating: — · first AC: 2012-07-23 · MS C++ (first AC) · Tags: —
[qwerty787788's solution](#)

1841.

100066G

[Totient function](#) · [Tutorial](#)

Rating: — · first AC: 2012-07-23 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1842.

100066C

[Banana](#) · [Tutorial](#)

Rating: — · first AC: 2012-07-23 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1843.

100052K

[K](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-11 · MS C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1844.

100052D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-11 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1845.

100052G

[G](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-11 · MS C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1846.

100052E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-11 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1847.

100052I

[I](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-11 · MS C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1848.

100052A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-11 · MS C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1849.

100052B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-11 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1850.

100052J

[J](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-11 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1851.

100052F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-11 · MS C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1852.

100052H

[H · Tutorial](#)

Rating: — · first AC: 2012-06-11 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1853.

100050E

[Javay weapons · Tutorial](#)

Rating: — · first AC: 2012-05-27 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1854.

100042C

[B\\$@Cj@BCä@Cä4C](#)

Rating: — · first AC: 2012-04-30 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1855.

100042G

[Aö5D i5D BC =Cä2C#8](#)

Rating: — · first AC: 2012-04-30 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1856.

100042F

[B B Cä#C,,FC](#)

Rating: — · first AC: 2012-04-30 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1857.

100042B

[BD#di@CÄ](#)

Rating: — · first AC: 2012-04-30 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1858.

100042I

[A#D#C,,GCTAC#8C' <D4ACä@D"8C](#)

Rating: — · first AC: 2012-04-30 · Java 7 (first AC) · Tags: —

[qwerty787788's solution](#)

1859.

100019A

[A·5D@TDD\\$L C, AD'=Cä2DÄO](#)

Rating: — · first AC: 2012-02-05 · last AC: 2012-04-21 · MS C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1860.

100029F

[F · Tutorial](#)

Rating: — · first AC: 2012-04-16 · MS C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1861.

100029D

[B\\$@D#1C](#)

Rating: — · first AC: 2012-04-16 · MS C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1862.

100029E

[A#>Cö8Dt5D BC\\$> C#@C BDt0C"HC,,E CöCD\\$5C•](#)

Rating: — · first AC: 2012-04-16 · MS C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1863.

100029B

[A:50mAc,,:Cä3D 0DD8Dt5D :C, =C 8CÄ5CÔLD,,5CR BD >C,,GCÔ>CP](#)

Rating: — · first AC: 2012-04-16 · MS C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1864.

100029C

[At0CDD0Dt0 C,,7 D BC @Cä3Cä A4-](#)

Rating: — · first AC: 2012-04-16 · MS C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1865.

100029A

[At0CDD0Dt0 C,,7 CÔ>C\\$>C4> AT BÐ](#)

Rating: — · first AC: 2012-04-16 · MS C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1866.

100024J

[A,,3D >C\\$>C' 0C\\$BCä<C B](#)

Rating: — · first AC: 2012-02-21 · MS C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1867.

100024C

[Aõ5D!2Cä@CäBD°](#)

Rating: — · first AC: 2012-02-21 · MS C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1868.

100019C

[Ä#0ä3CäCC4>C'LCÔ8C](#)

Rating: — · first AC: 2012-02-08 · MS C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1869.

100019I

[A:ÔAD\\$0CÔFC,,O](#)

Rating: — · first AC: 2012-02-07 · MS C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1870.

100019F

[A:ÔAc!C 4](#)

Rating: — · first AC: 2012-02-05 · MS C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1871.

100019E

[BTüAäl](#)

Rating: — · first AC: 2012-02-05 · MS C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1872.

100019H

[Ä@Dä3C€](#)

Rating: — · first AC: 2012-02-05 · MS C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1873.

100019B

[Aõx0!8CÔ>CÄ](#)

Rating: — · first AC: 2012-02-05 · MS C++ (first AC) · Tags: —

[qwerty787788's solution](#)

1874.

100019G

[B ?C,TC0#8 – CD5D\\$OCÃö](#)

Rating: — · first AC: 2012-02-05 · MS C++ (first AC) · Tags: —
[qwerty787788's solution](#)

1875.

100019D

[AÔ5 CTOOD5D" 6C,,7CÔ8 C\\$0CÂ ?Cä:C P](#)

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