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Unique solved — riadwaw

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

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

Filters: none

Count: 1,155

1.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: [bitmasks](#), [greedy](#)
[riadwaw's solution](#)

2.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: [math](#), [sortings](#)
[riadwaw's solution](#)

3.

1637A

[Sorting Parts](#) · [Tutorial](#)

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

4.

1552A

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

Quality: 25,340 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: [sortings](#), [strings](#)
[riadwaw's solution](#)

5.

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [math](#)
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6.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [math](#)
[riadwaw's solution](#)

7.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [greedy](#), [sortings](#)
[riadwaw's solution](#)

8.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,815 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: [games](#), [greedy](#), [math](#)
[riadwaw's solution](#)

9.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [sortings](#), [strings](#)
[riadwaw's solution](#)

10.

1209A

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

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11.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[riadwaw's solution](#)

12.

1148A

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

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[riadwaw's solution](#)

13.

1097A

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

Quality: 43,803 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[riadwaw's solution](#)

14.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[riadwaw's solution](#)

15.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[riadwaw's solution](#)

16.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[riadwaw's solution](#)

17.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[riadwaw's solution](#)

18.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[riadwaw's solution](#)

19.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[riadwaw's solution](#)

20.

855A

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

Quality: 27,337 global accepts · Rating: 800 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[riadwaw's solution](#)

21.

859A

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

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[riadwaw's solution](#)

22.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[riadwaw's solution](#)

23.

755A

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

Quality: 19,784 global accepts · Rating: 800 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory
[riadwaw's solution](#)

24.

750A

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

Quality: 92,548 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math
[riadwaw's solution](#)

25.

71A

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

Quality: 503,178 global accepts · Rating: 800 · first AC: 2011-05-03 · last AC: 2016-03-11 · GNU C++ (first AC) · Tags: strings
[riadwaw's solution](#)

26.

618A

[Slime Combining](#) · [Tutorial](#)

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

27.

155A

[I love \%username\%](#) · [Tutorial](#)

Quality: 93,655 global accepts · Rating: 800 · first AC: 2013-08-06 · last AC: 2015-08-10 · Java 7 (first AC) · Tags: brute force
[riadwaw's solution](#)

28.

467A

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

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[riadwaw's solution](#)

29.

110A

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

Quality: 199,478 global accepts · Rating: 800 · first AC: 2011-10-29 · last AC: 2015-08-09 · GNU C++ (first AC) · Tags: implementation
[riadwaw's solution](#)

30.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2011-10-14 · last AC: 2015-08-09 · GNU C++ (first AC) · Tags: implementation
[riadwaw's solution](#)

31.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,384 global accepts · Rating: 800 · first AC: 2013-08-06 · last AC: 2015-08-09 · Java 7 (first AC) · Tags: constructive algorithms,

implementation, math

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32.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 278,979 global accepts · Rating: 800 · first AC: 2013-08-06 · last AC: 2015-08-09 · Java 7 (first AC) · Tags: brute force, implementation, strings

[riadwaw's solution](#)

33.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,950 global accepts · Rating: 800 · first AC: 2013-08-06 · last AC: 2015-08-01 · Java 7 (first AC) · Tags: implementation, strings

[riadwaw's solution](#)

34.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,304 global accepts · Rating: 800 · first AC: 2015-06-13 · last AC: 2015-08-01 · Python 3 (first AC) · Tags: greedy, implementation, sortings, strings

[riadwaw's solution](#)

35.

112A

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

Quality: 287,212 global accepts · Rating: 800 · first AC: 2011-10-29 · last AC: 2015-08-01 · GNU C++ (first AC) · Tags: implementation, strings

[riadwaw's solution](#)

36.

266A

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

Quality: 244,525 global accepts · Rating: 800 · first AC: 2013-08-06 · last AC: 2015-08-01 · Java 7 (first AC) · Tags: implementation

[riadwaw's solution](#)

37.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,537 global accepts · Rating: 800 · first AC: 2011-10-29 · last AC: 2015-08-01 · GNU C++ (first AC) · Tags: implementation

[riadwaw's solution](#)

38.

282A

[Bit++](#) · [Tutorial](#)

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[riadwaw's solution](#)

39.

231A

[Team](#) · [Tutorial](#)

Quality: 430,194 global accepts · Rating: 800 · first AC: 2013-08-06 · last AC: 2015-08-01 · Java 7 (first AC) · Tags: brute force, greedy

[riadwaw's solution](#)

40.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,664 global accepts · Rating: 800 · first AC: 2010-12-20 · last AC: 2015-08-01 · MS C++ (first AC) · Tags: greedy, math

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41.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,424 global accepts · Rating: 800 · first AC: 2012-03-03 · last AC: 2015-08-01 · GNU C++ (first AC) · Tags: *special, implementation

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42.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,716 global accepts · Rating: 800 · first AC: 2011-01-07 · last AC: 2015-08-01 · GNU C++ (first AC) · Tags: brute force, math
[riadwaw's solution](#)

43.

454A

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

Quality: 16,119 global accepts · Rating: 800 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: implementation
[riadwaw's solution](#)

44.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 70,992 global accepts · Rating: 800 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[riadwaw's solution](#)

45.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,510 global accepts · Rating: 800 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: implementation, strings
[riadwaw's solution](#)

46.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,229 global accepts · Rating: 800 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: implementation
[riadwaw's solution](#)

47.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,911 global accepts · Rating: 800 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: implementation
[riadwaw's solution](#)

48.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,900 global accepts · Rating: 800 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: implementation
[riadwaw's solution](#)

49.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,188 global accepts · Rating: 800 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: greedy, implementation
[riadwaw's solution](#)

50.

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,029 global accepts · Rating: 800 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[riadwaw's solution](#)

51.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,553 global accepts · Rating: 800 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: implementation
[riadwaw's solution](#)

52.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,318 global accepts · Rating: 800 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: implementation
[riadwaw's solution](#)

53.

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,125 global accepts · Rating: 800 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: implementation, math
[riadwaw's solution](#)

54.

546A

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

Quality: 235,179 global accepts · Rating: 800 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[riadwaw's solution](#)

55.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: implementation
[riadwaw's solution](#)

56.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, math
[riadwaw's solution](#)

57.

472A

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

Quality: 70,767 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: math, number theory
[riadwaw's solution](#)

58.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2013-08-06 · Java 7 (first AC) · Tags: implementation
[riadwaw's solution](#)

59.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,945 global accepts · Rating: 800 · first AC: 2013-08-06 · Java 7 (first AC) · Tags: implementation
[riadwaw's solution](#)

60.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,716 global accepts · Rating: 800 · first AC: 2013-08-06 · Java 7 (first AC) · Tags: brute force
[riadwaw's solution](#)

61.

266B

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

Quality: 166,063 global accepts · Rating: 800 · first AC: 2013-08-06 · Java 7 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
[riadwaw's solution](#)

62.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,507 global accepts · Rating: 800 · first AC: 2013-08-06 · Java 7 (first AC) · Tags: implementation
[riadwaw's solution](#)

63.

144A

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

Quality: 121,379 global accepts · Rating: 800 · first AC: 2013-08-06 · Java 7 (first AC) · Tags: implementation
[riadwaw's solution](#)

64.

228A

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

Quality: 139,794 global accepts · Rating: 800 · first AC: 2013-08-06 · Java 7 (first AC) · Tags: implementation

[riadwaw's solution](#)

65.

291A

[Spyke Talks](#) · [Tutorial](#)

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[riadwaw's solution](#)

66.

268A

[Games](#) · [Tutorial](#)

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[riadwaw's solution](#)

67.

172A

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

[riadwaw's solution](#)

68.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,400 global accepts · Rating: 800 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[riadwaw's solution](#)

69.

99A

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Quality: 7,724 global accepts · Rating: 800 · first AC: 2011-10-29 · GNU C++ (first AC) · Tags: strings

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70.

104A

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Quality: 17,154 global accepts · Rating: 800 · first AC: 2011-10-29 · GNU C++ (first AC) · Tags: implementation

[riadwaw's solution](#)

71.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,530 global accepts · Rating: 800 · first AC: 2011-10-29 · GNU C++ (first AC) · Tags: implementation, math

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72.

22A

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Quality: 27,084 global accepts · Rating: 800 · first AC: 2011-05-16 · GNU C++ (first AC) · Tags: brute force

[riadwaw's solution](#)

73.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,265 global accepts · Rating: 800 · first AC: 2011-05-11 · GNU C++ (first AC) · Tags: implementation

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74.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,681 global accepts · Rating: 800 · first AC: 2011-05-10 · GNU C++ (first AC) · Tags: implementation

[riadwaw's solution](#)

75.

80A

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76.

59A

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[riadwaw's solution](#)

77.

38A

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78.

61A

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79.

16A

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80.

14A

[Letter](#) · [Tutorial](#)

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81.

78A

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Quality: 15,435 global accepts · Rating: 800 · first AC: 2011-04-27 · GNU C++ (first AC) · Tags: implementation, strings
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82.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,424 global accepts · Rating: 800 · first AC: 2011-04-26 · GNU C++ (first AC) · Tags: implementation
[riadwaw's solution](#)

83.

9A

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Quality: 69,665 global accepts · Rating: 800 · first AC: 2011-04-26 · GNU C++ (first AC) · Tags: math, probabilities
[riadwaw's solution](#)

84.

47A

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[riadwaw's solution](#)

85.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,934 global accepts · Rating: 800 · first AC: 2010-12-06 · MS C++ (first AC) · Tags: brute force, implementation
[riadwaw's solution](#)

86.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,424 global accepts · Rating: 800 · first AC: 2010-11-08 · MS C++ (first AC) · Tags: implementation, strings
[riadwaw's solution](#)

87.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,743 global accepts · Rating: 800 · first AC: 2010-11-16 · MS C++ (first AC) · Tags: expression parsing, implementation
[riadwaw's solution](#)

88.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 800 · first AC: 2010-11-16 · MS C++ (first AC) · Tags: brute force
[riadwaw's solution](#)

89.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,535 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[riadwaw's solution](#)

90.

1696B

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

Quality: 36,314 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[riadwaw's solution](#)

91.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[riadwaw's solution](#)

92.

1110A

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Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[riadwaw's solution](#)

93.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[riadwaw's solution](#)

94.

1057A

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Quality: 7,468 global accepts · Rating: 900 · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees
[riadwaw's solution](#)

95.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[riadwaw's solution](#)

96.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: implementation, math
[riadwaw's solution](#)

97.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[riadwaw's solution](#)

98.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation
[riadwaw's solution](#)

99.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,692 global accepts · Rating: 900 · first AC: 2013-08-06 · last AC: 2015-08-09 · Java 7 (first AC) · Tags: greedy, sortings
[riadwaw's solution](#)

100.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 124,998 global accepts · Rating: 900 · first AC: 2013-08-06 · last AC: 2015-08-01 · Java 7 (first AC) · Tags: implementation
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101.

96A

[Football](#) · [Tutorial](#)

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102.

313A

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Quality: 65,035 global accepts · Rating: 900 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: implementation, number theory
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103.

519A

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

Quality: 20,130 global accepts · Rating: 900 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: implementation
[riadwaw's solution](#)

104.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,464 global accepts · Rating: 900 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
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105.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,673 global accepts · Rating: 900 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: implementation
[riadwaw's solution](#)

106.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,088 global accepts · Rating: 900 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: math
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107.

337A

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108.

451A

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[riadwaw's solution](#)

109.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[riadwaw's solution](#)

110.

549A

[Face Detection](#) · [Tutorial](#)

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

[riadwaw's solution](#)

111.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,982 global accepts · Rating: 900 · first AC: 2013-08-06 · Java 7 (first AC) · Tags: greedy, implementation, sortings

[riadwaw's solution](#)

112.

215A

[Bicycle Chain](#) · [Tutorial](#)

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

[riadwaw's solution](#)

113.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,052 global accepts · Rating: 900 · first AC: 2012-07-23 · last AC: 2012-08-06 · Java 7 (first AC) · Tags: strings

[riadwaw's solution](#)

114.

115A

[Party](#) · [Tutorial](#)

Quality: 43,347 global accepts · Rating: 900 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[riadwaw's solution](#)

115.

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,291 global accepts · Rating: 900 · first AC: 2011-05-16 · Python 2 (first AC) · Tags: implementation, schedules

[riadwaw's solution](#)

116.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2011-05-16 · Python 2 (first AC) · Tags: math, number theory

[riadwaw's solution](#)

117.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,736 global accepts · Rating: 900 · first AC: 2011-05-11 · GNU C++ (first AC) · Tags: number theory

[riadwaw's solution](#)

118.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,020 global accepts · Rating: 900 · first AC: 2011-05-11 · GNU C++ (first AC) · Tags: greedy, sortings

[riadwaw's solution](#)

119.

11A

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

Quality: 15,494 global accepts · Rating: 900 · first AC: 2011-05-02 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
[riadwaw's solution](#)

120.

10A

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

Quality: 8,345 global accepts · Rating: 900 · first AC: 2011-05-02 · GNU C++ (first AC) · Tags: implementation
[riadwaw's solution](#)

121.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,843 global accepts · Rating: 900 · first AC: 2011-04-26 · GNU C++ (first AC) · Tags: brute force, geometry
[riadwaw's solution](#)

122.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,423 global accepts · Rating: 900 · first AC: 2011-02-28 · MS C++ (first AC) · Tags: implementation, sortings, strings
[riadwaw's solution](#)

123.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,580 global accepts · Rating: 900 · first AC: 2011-01-04 · GNU C++ (first AC) · Tags: implementation
[riadwaw's solution](#)

124.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2010-11-13 · MS C++ (first AC) · Tags: implementation
[riadwaw's solution](#)

125.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 900 · first AC: 2010-11-06 · MS C++ (first AC) · Tags: implementation
[riadwaw's solution](#)

126.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,173 global accepts · Rating: 1000 · first AC: 2011-01-07 · last AC: 2020-08-08 · GNU C++ (first AC) · Tags: math
[riadwaw's solution](#)

127.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[riadwaw's solution](#)

128.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
[riadwaw's solution](#)

129.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[riadwaw's solution](#)

130.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[riadwaw's solution](#)

131.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,069 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[riadwaw's solution](#)

132.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
[riadwaw's solution](#)

133.

859B

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

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

134.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[riadwaw's solution](#)

135.

757A

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

Quality: 11,819 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[riadwaw's solution](#)

136.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[riadwaw's solution](#)

137.

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[riadwaw's solution](#)

138.

641A

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

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

139.

644A

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

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

140.

637A

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

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

[riadwaw's solution](#)

141.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[riadwaw's solution](#)

142.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,786 global accepts · Rating: 1000 · first AC: 2013-08-06 · last AC: 2015-08-09 · Java 7 (first AC) · Tags: brute force, number theory

[riadwaw's solution](#)

143.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,979 global accepts · Rating: 1000 · first AC: 2011-01-31 · last AC: 2015-08-09 · GNU C++ (first AC) · Tags: greedy, strings

[riadwaw's solution](#)

144.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,969 global accepts · Rating: 1000 · first AC: 2011-11-25 · last AC: 2015-08-01 · GNU C++ (first AC) · Tags: implementation, strings

[riadwaw's solution](#)

145.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,403 global accepts · Rating: 1000 · first AC: 2011-10-07 · last AC: 2015-08-01 · GNU C++ (first AC) · Tags: implementation, strings

[riadwaw's solution](#)

146.

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: math

[riadwaw's solution](#)

147.

476A

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

Quality: 51,607 global accepts · Rating: 1000 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: implementation, math

[riadwaw's solution](#)

148.

339B

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

Quality: 81,367 global accepts · Rating: 1000 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: implementation

[riadwaw's solution](#)

149.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,265 global accepts · Rating: 1000 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: brute force, math

[riadwaw's solution](#)

150.

500A

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

Quality: 62,685 global accepts · Rating: 1000 · first AC: 2014-12-31 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation

[riadwaw's solution](#)

151.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, implementation, strings

[riadwaw's solution](#)

152.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,261 global accepts · Rating: 1000 · first AC: 2013-12-30 · Java 7 (first AC) · Tags: implementation

[riadwaw's solution](#)

153.

336A

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

Quality: 10,680 global accepts · Rating: 1000 · first AC: 2013-08-09 · Java 7 (first AC) · Tags: implementation, math

[riadwaw's solution](#)

154.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,478 global accepts · Rating: 1000 · first AC: 2013-08-06 · Java 7 (first AC) · Tags: greedy, sortings

[riadwaw's solution](#)

155.

124A

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

Quality: 44,203 global accepts · Rating: 1000 · first AC: 2013-08-06 · Java 7 (first AC) · Tags: math

[riadwaw's solution](#)

156.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,521 global accepts · Rating: 1000 · first AC: 2013-08-06 · Java 7 (first AC) · Tags: implementation

[riadwaw's solution](#)

157.

268B

[Buttons](#) · [Tutorial](#)

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

[riadwaw's solution](#)

158.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,314 global accepts · Rating: 1000 · first AC: 2012-08-27 · GNU C++ (first AC) · Tags: implementation, strings

[riadwaw's solution](#)

159.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2011-10-29 · GNU C++ (first AC) · Tags: math

[riadwaw's solution](#)

160.

118B

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

Quality: 34,580 global accepts · Rating: 1000 · first AC: 2011-10-07 · last AC: 2011-10-29 · Java 6 (first AC) · Tags: constructive algorithms, implementation

[riadwaw's solution](#)

161.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1000 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: brute force, implementation, math

[riadwaw's solution](#)

162.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: brute force, implementation

[riadwaw's solution](#)

163.

106B

[Choosing Laptop](#) · [Tutorial](#)

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

[riadwaw's solution](#)

164.

106A

[Card Game](#) · [Tutorial](#)

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

[riadwaw's solution](#)

165.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,275 global accepts · Rating: 1000 · first AC: 2011-05-17 · Python 2 (first AC) · Tags: brute force

[riadwaw's solution](#)

166.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,638 global accepts · Rating: 1000 · first AC: 2011-05-11 · Java 6 (first AC) · Tags: implementation

[riadwaw's solution](#)

167.

75A

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

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2011-05-11 · Java 6 (first AC) · Tags: implementation

[riadwaw's solution](#)

168.

43A

[Football](#) · [Tutorial](#)

Quality: 69,159 global accepts · Rating: 1000 · first AC: 2011-05-11 · GNU C++0x (first AC) · Tags: strings

[riadwaw's solution](#)

169.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,870 global accepts · Rating: 1000 · first AC: 2011-05-03 · GNU C++ (first AC) · Tags: implementation

[riadwaw's solution](#)

170.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1000 · first AC: 2011-05-02 · GNU C++ (first AC) · Tags: brute force, math, number theory

[riadwaw's solution](#)

171.

5A

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

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2011-04-26 · GNU C++ (first AC) · Tags: implementation

[riadwaw's solution](#)

172.

3A

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

Quality: 22,140 global accepts · Rating: 1000 · first AC: 2011-04-26 · GNU C++ (first AC) · Tags: greedy, shortest paths

[riadwaw's solution](#)

173.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,341 global accepts · Rating: 1000 · first AC: 2011-03-22 · GNU C++ (first AC) · Tags: implementation, math

[riadwaw's solution](#)

174.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,687 global accepts · Rating: 1000 · first AC: 2010-11-05 · GNU C++ (first AC) · Tags: sortings

[riadwaw's solution](#)

175.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2010-12-18 · MS C++ (first AC) · Tags: implementation, math

[riadwaw's solution](#)

176.

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[riadwaw's solution](#)

177.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[riadwaw's solution](#)

178.

1656B

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

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[riadwaw's solution](#)

179.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[riadwaw's solution](#)

180.

1119A

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

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

[riadwaw's solution](#)

181.

1033B

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

Quality: 11,953 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[riadwaw's solution](#)

182.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[riadwaw's solution](#)

183.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[riadwaw's solution](#)

184.

755B

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

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

[riadwaw's solution](#)

185.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[riadwaw's solution](#)

186.

618B

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

Quality: 8,323 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[riadwaw's solution](#)

187.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2011-05-06 · last AC: 2015-08-09 · GNU C++ (first AC) · Tags: implementation, math

[riadwaw's solution](#)

188.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,808 global accepts · Rating: 1100 · first AC: 2012-03-03 · last AC: 2015-08-01 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[riadwaw's solution](#)

189.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,186 global accepts · Rating: 1100 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: implementation

[riadwaw's solution](#)

190.

522B

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

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, data structures, dp, implementation

[riadwaw's solution](#)

191.

475A

[Bayan Bus](#) · [Tutorial](#)

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

[riadwaw's solution](#)

192.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: implementation

[riadwaw's solution](#)

193.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2013-08-06 · Java 7 (first AC) · Tags: geometry, implementation, math

[riadwaw's solution](#)

194.

331C1

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

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: dp

[riadwaw's solution](#)

195.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: greedy

[riadwaw's solution](#)

196.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: implementation

[riadwaw's solution](#)

197.

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,532 global accepts · Rating: 1100 · first AC: 2013-03-25 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, implementation

[riadwaw's solution](#)

198.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2013-01-10 · Java 7 (first AC) · Tags: greedy, implementation, sortings

[riadwaw's solution](#)

199.

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

[riadwaw's solution](#)

200.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1100 · first AC: 2012-09-19 · Java 7 (first AC) · Tags: constructive algorithms, greedy

[riadwaw's solution](#)

201.

196A

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

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-06-12 · GNU C++0x (first AC) · Tags: greedy, strings

[riadwaw's solution](#)

202.

188D

[Asterisks](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 1100 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation

[riadwaw's solution](#)

203.

188A

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

Quality: 848 global accepts · Rating: 1100 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special

[riadwaw's solution](#)

204.

116B

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

Quality: 14,614 global accepts · Rating: 1100 · first AC: 2011-10-29 · GNU C++ (first AC) · Tags: greedy, implementation

[riadwaw's solution](#)

205.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: implementation

[riadwaw's solution](#)

206.

120C

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

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: implementation, math

[riadwaw's solution](#)

207.

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: implementation

[riadwaw's solution](#)

208.

103A

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

Quality: 6,573 global accepts · Rating: 1100 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: greedy, implementation, math

[riadwaw's solution](#)

209.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2011-05-16 · GNU C++ (first AC) · Tags: implementation

[riadwaw's solution](#)

210.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,487 global accepts · Rating: 1100 · first AC: 2011-05-11 · GNU C++ (first AC) · Tags: implementation, strings

[riadwaw's solution](#)

211.

66B

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

Quality: 23,108 global accepts · Rating: 1100 · first AC: 2011-05-09 · GNU C++0x (first AC) · Tags: brute force, implementation

[riadwaw's solution](#)

212.

12B

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

Quality: 9,669 global accepts · Rating: 1100 · first AC: 2011-04-26 · GNU C++ (first AC) · Tags: implementation, sortings

[riadwaw's solution](#)

213.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2011-04-26 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[riadwaw's solution](#)

214.

68A

[Irrational problem](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2011-03-18 · GNU C++ (first AC) · Tags: implementation, number theory

[riadwaw's solution](#)

215.

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1100 · first AC: 2011-01-06 · GNU C++ (first AC) · Tags: implementation

[riadwaw's solution](#)

216.

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2010-12-06 · MS C++ (first AC) · Tags: implementation

[riadwaw's solution](#)

217.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,664 global accepts · Rating: 1100 · first AC: 2010-10-25 · MS C++ (first AC) · Tags: math

[riadwaw's solution](#)

218.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[riadwaw's solution](#)

219.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[riadwaw's solution](#)

220.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[riadwaw's solution](#)

221.

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[riadwaw's solution](#)

222.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[riadwaw's solution](#)

223.

1270B

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

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

[riadwaw's solution](#)

224.

1097B

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

Quality: 35,945 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[riadwaw's solution](#)

225.

1091B

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

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

[riadwaw's solution](#)

226.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[riadwaw's solution](#)

227.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[riadwaw's solution](#)

228.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[riadwaw's solution](#)

229.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,269 global accepts · Rating: 1200 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[riadwaw's solution](#)

230.

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[riadwaw's solution](#)

231.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[riadwaw's solution](#)

232.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[riadwaw's solution](#)

233.

639A

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

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation
[riadwaw's solution](#)

234.

645B

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

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math
[riadwaw's solution](#)

235.

645A

[Amity Assessment](#) · [Tutorial](#)

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

236.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,839 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings
[riadwaw's solution](#)

237.

459A

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

Quality: 36,404 global accepts · Rating: 1200 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: implementation

[riadwaw's solution](#)

238.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,017 global accepts · Rating: 1200 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: implementation

[riadwaw's solution](#)

239.

546B

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

Quality: 18,607 global accepts · Rating: 1200 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings

[riadwaw's solution](#)

240.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[riadwaw's solution](#)

241.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,309 global accepts · Rating: 1200 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: greedy, implementation

[riadwaw's solution](#)

242.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · MS C++ (first AC) · Tags: greedy, sortings

[riadwaw's solution](#)

243.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · Java 7 (first AC) · Tags: constructive algorithms, implementation

[riadwaw's solution](#)

244.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2013-10-10 · Java 7 (first AC) · Tags: implementation, math

[riadwaw's solution](#)

245.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2013-07-12 · Java 7 (first AC) · Tags: math

[riadwaw's solution](#)

246.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,897 global accepts · Rating: 1200 · first AC: 2013-07-12 · Java 7 (first AC) · Tags: brute force, dp, implementation

[riadwaw's solution](#)

247.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,512 global accepts · Rating: 1200 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: graphs, implementation

[riadwaw's solution](#)

248.

254A

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

Quality: 7,736 global accepts · Rating: 1200 · first AC: 2012-12-09 · last AC: 2012-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[riadwaw's solution](#)

249.

216A

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

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

[riadwaw's solution](#)

250.

208D

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

Quality: 8,048 global accepts · Rating: 1200 · first AC: 2012-07-23 · Java 7 (first AC) · Tags: implementation

[riadwaw's solution](#)

251.

186B

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

Quality: 6,178 global accepts · Rating: 1200 · first AC: 2012-05-04 · Java 6 (first AC) · Tags: greedy, sortings

[riadwaw's solution](#)

252.

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2012-04-20 · GNU C++0x (first AC) · Tags: greedy, sortings

[riadwaw's solution](#)

253.

172B

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

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

[riadwaw's solution](#)

254.

131B

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

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

[riadwaw's solution](#)

255.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2011-05-17 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[riadwaw's solution](#)

256.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2011-05-17 · GNU C++ (first AC) · Tags: brute force, greedy

[riadwaw's solution](#)

257.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,651 global accepts · Rating: 1200 · first AC: 2011-05-16 · GNU C++ (first AC) · Tags: implementation

[riadwaw's solution](#)

258.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2011-05-16 · GNU C++ (first AC) · Tags: implementation, math

[riadwaw's solution](#)

259.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 1200 · first AC: 2011-05-16 · GNU C++ (first AC) · Tags: implementation, number theory

[riadwaw's solution](#)

260.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,005 global accepts · Rating: 1200 · first AC: 2011-05-16 · GNU C++ (first AC) · Tags: implementation, sortings

[riadwaw's solution](#)

261.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1200 · first AC: 2011-05-11 · GNU C++ (first AC) · Tags: brute force, implementation, math

[riadwaw's solution](#)

262.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2011-05-11 · GNU C++ (first AC) · Tags: greedy, implementation

[riadwaw's solution](#)

263.

80B

[Depression](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 1200 · first AC: 2011-05-11 · GNU C++ (first AC) · Tags: geometry, math

[riadwaw's solution](#)

264.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,495 global accepts · Rating: 1200 · first AC: 2011-05-02 · GNU C++ (first AC) · Tags: implementation, sortings

[riadwaw's solution](#)

265.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1200 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: greedy

[riadwaw's solution](#)

266.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,347 global accepts · Rating: 1200 · first AC: 2011-04-27 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[riadwaw's solution](#)

267.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2011-04-26 · GNU C++ (first AC) · Tags: strings

[riadwaw's solution](#)

268.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2011-03-22 · GNU C++ (first AC) · Tags: greedy, implementation

[riadwaw's solution](#)

269.

63B

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

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2011-02-28 · MS C++ (first AC) · Tags: implementation

[riadwaw's solution](#)

270.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,124 global accepts · Rating: 1200 · first AC: 2011-01-06 · GNU C++ (first AC) · Tags: constructive algorithms

[riadwaw's solution](#)

271.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,078 global accepts · Rating: 1200 · first AC: 2010-12-07 · MS C++ (first AC) · Tags: implementation

[riadwaw's solution](#)

272.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[riadwaw's solution](#)

273.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[riadwaw's solution](#)

274.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,772 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[riadwaw's solution](#)

275.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[riadwaw's solution](#)

276.

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[riadwaw's solution](#)

277.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[riadwaw's solution](#)

278.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[riadwaw's solution](#)

279.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[riadwaw's solution](#)

280.

1119B

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

Quality: 16,367 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[riadwaw's solution](#)

281.

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[riadwaw's solution](#)

282.

932B

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

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar

[riadwaw's solution](#)

283.

755C

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

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[riadwaw's solution](#)

284.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[riadwaw's solution](#)

285.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[riadwaw's solution](#)

286.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 1300 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[riadwaw's solution](#)

287.

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[riadwaw's solution](#)

288.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[riadwaw's solution](#)

289.

611B

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[riadwaw's solution](#)

290.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[riadwaw's solution](#)

291.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · last AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[riadwaw's solution](#)

292.

472B

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

Quality: 7,646 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

293.

471B

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

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: implementation, sortings

[riadwaw's solution](#)

294.

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

[riadwaw's solution](#)

295.

257B

[Playing Cubes](#) · [Tutorial](#)

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

[riadwaw's solution](#)

296.

238A

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

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2012-11-04 · GNU C++0x (first AC) · Tags: constructive algorithms, math

[riadwaw's solution](#)

297.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · GNU C++0x (first AC) · Tags: greedy

[riadwaw's solution](#)

298.

220A

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

Quality: 13,117 global accepts · Rating: 1300 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: implementation, sortings

[riadwaw's solution](#)

299.

215B

[Olympic Medal](#) · [Tutorial](#)

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

[riadwaw's solution](#)

300.

188B

[A + Reverse B](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 1300 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation

[riadwaw's solution](#)

301.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2012-05-04 · GNU C++0x (first AC) · Tags: math

[riadwaw's solution](#)

302.

173A

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

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-06 · GNU C++0x (first AC) · Tags: implementation, math

[riadwaw's solution](#)

303.

161A

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

Quality: 5,473 global accepts · Rating: 1300 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers
[riadwaw's solution](#)

304.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: *special, brute force, number theory
[riadwaw's solution](#)

305.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[riadwaw's solution](#)

306.

132A

[Turing Tape](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1300 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: implementation
[riadwaw's solution](#)

307.

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: implementation, math
[riadwaw's solution](#)

308.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,023 global accepts · Rating: 1300 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[riadwaw's solution](#)

309.

4C

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

Quality: 108,121 global accepts · Rating: 1300 · first AC: 2011-05-17 · GNU C++ (first AC) · Tags: data structures, hashing, implementation
[riadwaw's solution](#)

310.

43C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1300 · first AC: 2011-05-17 · GNU C++ (first AC) · Tags: greedy
[riadwaw's solution](#)

311.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2011-05-17 · Python 2 (first AC) · Tags: strings
[riadwaw's solution](#)

312.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2011-05-16 · GNU C++ (first AC) · Tags: constructive algorithms, geometry, implementation, math
[riadwaw's solution](#)

313.

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2011-05-13 · GNU C++ (first AC) · Tags: math
[riadwaw's solution](#)

314.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,873 global accepts · Rating: 1300 · first AC: 2011-05-11 · GNU C++ (first AC) · Tags: brute force

[riadwaw's solution](#)

315.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1300 · first AC: 2011-05-11 · Java 6 (first AC) · Tags: implementation, strings

[riadwaw's solution](#)

316.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,273 global accepts · Rating: 1300 · first AC: 2011-05-11 · GNU C++ (first AC) · Tags: implementation, math

[riadwaw's solution](#)

317.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2011-05-10 · GNU C++ (first AC) · Tags: math

[riadwaw's solution](#)

318.

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,773 global accepts · Rating: 1300 · first AC: 2011-02-25 · MS C++ (first AC) · Tags: greedy, math

[riadwaw's solution](#)

319.

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1300 · first AC: 2011-02-19 · GNU C++ (first AC) · Tags: implementation, two pointers

[riadwaw's solution](#)

320.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1300 · first AC: 2011-01-31 · GNU C++ (first AC) · Tags: greedy

[riadwaw's solution](#)

321.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 1300 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation

[riadwaw's solution](#)

322.

54A

[Presents](#) · [Tutorial](#)

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

[riadwaw's solution](#)

323.

51A

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

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2010-12-28 · GNU C++ (first AC) · Tags: implementation

[riadwaw's solution](#)

324.

41C

[Email address](#) · [Tutorial](#)

Quality: 4,195 global accepts · Rating: 1300 · first AC: 2010-11-08 · MS C++ (first AC) · Tags: expression parsing, implementation

[riadwaw's solution](#)

325.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1300 · first AC: 2010-11-06 · MS C++ (first AC) · Tags: implementation
[riadwaw's solution](#)

326.

39F

[Pacifist frogs](#) · [Tutorial](#)

Quality: 1,962 global accepts · Rating: 1300 · first AC: 2010-10-25 · MS C++ (first AC) · Tags: implementation
[riadwaw's solution](#)

327.

39H

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

Quality: 3,125 global accepts · Rating: 1300 · first AC: 2010-10-25 · MS C++ (first AC) · Tags: implementation
[riadwaw's solution](#)

328.

39B

[Company Income Growth](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1300 · first AC: 2010-10-25 · MS C++ (first AC) · Tags: greedy
[riadwaw's solution](#)

329.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[riadwaw's solution](#)

330.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers
[riadwaw's solution](#)

331.

1270C

[Make Good](#) · [Tutorial](#)

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

332.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[riadwaw's solution](#)

333.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[riadwaw's solution](#)

334.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[riadwaw's solution](#)

335.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[riadwaw's solution](#)

336.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

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

337.

1057B

[DDoS](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1400 · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force
[riadwaw's solution](#)

338.

866A

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

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

339.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[riadwaw's solution](#)

340.

804B

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

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: combinatorics, greedy, implementation, math
[riadwaw's solution](#)

341.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,425 global accepts · Rating: 1400 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[riadwaw's solution](#)

342.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[riadwaw's solution](#)

343.

679A

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

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math
[riadwaw's solution](#)

344.

637C

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

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, implementation
[riadwaw's solution](#)

345.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,634 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math
[riadwaw's solution](#)

346.

546C

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

Quality: 19,431 global accepts · Rating: 1400 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, games
[riadwaw's solution](#)

347.

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation
[riadwaw's solution](#)

348.

514B

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

Quality: 22,626 global accepts · Rating: 1400 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: brute force, data structures, geometry, implementation, math
[riadwaw's solution](#)

349.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force
[riadwaw's solution](#)

350.

475B

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

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

351.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: greedy
[riadwaw's solution](#)

352.

436B

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

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · Java 8 (first AC) · Tags: implementation, math
[riadwaw's solution](#)

353.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-17 · Java 8 (first AC) · Tags: constructive algorithms, graphs, implementation
[riadwaw's solution](#)

354.

388A

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

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · Java 7 (first AC) · Tags: greedy, sortings
[riadwaw's solution](#)

355.

379C

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

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · last AC: 2013-12-31 · Java 7 (first AC) · Tags: greedy, sortings
[riadwaw's solution](#)

356.

335A

[Banana](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1400 · first AC: 2013-08-03 · Java 7 (first AC) · Tags: binary search, constructive algorithms, greedy

[riadwaw's solution](#)

357.

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

[riadwaw's solution](#)

358.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: math

[riadwaw's solution](#)

359.

277A

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

Quality: 21,578 global accepts · Rating: 1400 · first AC: 2013-02-28 · GNU C++0x (first AC) · Tags: dfs and similar, dsu

[riadwaw's solution](#)

360.

261A

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

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: greedy, sortings

[riadwaw's solution](#)

361.

42A

[Guilty --- to the kitchen!](#) · [Tutorial](#)

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2010-11-26 · last AC: 2012-09-15 · MS C++ (first AC) · Tags: greedy, implementation

[riadwaw's solution](#)

362.

219B

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

Quality: 6,150 global accepts · Rating: 1400 · first AC: 2012-08-27 · GNU C++ (first AC) · Tags: implementation

[riadwaw's solution](#)

363.

188F

[Binary Notation](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1400 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation

[riadwaw's solution](#)

364.

188E

[HQ9+](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 1400 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation

[riadwaw's solution](#)

365.

188C

[LCM](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 1400 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation, math

[riadwaw's solution](#)

366.

175B

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

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2012-04-14 · GNU C++0x (first AC) · Tags: implementation

[riadwaw's solution](#)

367.

175A

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

Quality: 2,549 global accepts · Rating: 1400 · first AC: 2012-04-14 · GNU C++0x (first AC) · Tags: brute force, implementation

[riadwaw's solution](#)

368.

158C

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

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

[riadwaw's solution](#)

369.

150A

[Win or Freeze](#) · [Tutorial](#)

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

[riadwaw's solution](#)

370.

131C

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

Quality: 12,583 global accepts · Rating: 1400 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: combinatorics, math

[riadwaw's solution](#)

371.

120F

[Spiders](#) · [Tutorial](#)

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

[riadwaw's solution](#)

372.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: games, math

[riadwaw's solution](#)

373.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: brute force

[riadwaw's solution](#)

374.

111A

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

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

[riadwaw's solution](#)

375.

107A

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

Quality: 5,906 global accepts · Rating: 1400 · first AC: 2011-08-24 · Delphi (first AC) · Tags: dfs and similar, graphs

[riadwaw's solution](#)

376.

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,859 global accepts · Rating: 1400 · first AC: 2011-05-19 · GNU C++ (first AC) · Tags: graphs

[riadwaw's solution](#)

377.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,561 global accepts · Rating: 1400 · first AC: 2011-05-17 · last AC: 2011-05-17 · MS C++ (first AC) · Tags: brute force

[riadwaw's solution](#)

378.

26B

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

Quality: 25,850 global accepts · Rating: 1400 · first AC: 2011-05-16 · GNU C++ (first AC) · Tags: greedy

[riadwaw's solution](#)

379.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,895 global accepts · Rating: 1400 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: implementation

[riadwaw's solution](#)

380.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,990 global accepts · Rating: 1400 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: implementation, sortings

[riadwaw's solution](#)

381.

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: brute force, implementation

[riadwaw's solution](#)

382.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 1400 · first AC: 2011-02-19 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[riadwaw's solution](#)

383.

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2010-11-13 · MS C++ (first AC) · Tags: greedy

[riadwaw's solution](#)

384.

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2010-11-08 · MS C++ (first AC) · Tags: brute force

[riadwaw's solution](#)

385.

44E

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

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2010-11-06 · MS C++ (first AC) · Tags: dp

[riadwaw's solution](#)

386.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1400 · first AC: 2010-11-15 · MS C++ (first AC) · Tags: brute force, math

[riadwaw's solution](#)

387.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[riadwaw's solution](#)

388.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[riadwaw's solution](#)

389.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[riadwaw's solution](#)

390.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[riadwaw's solution](#)

391.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[riadwaw's solution](#)

392.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[riadwaw's solution](#)

393.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[riadwaw's solution](#)

394.

1119C

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

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

[riadwaw's solution](#)

395.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[riadwaw's solution](#)

396.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[riadwaw's solution](#)

397.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[riadwaw's solution](#)

398.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[riadwaw's solution](#)

399.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[riadwaw's solution](#)

400.

1012A

[Photo of The Sky](#) · [Tutorial](#)

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

[riadwaw's solution](#)

401.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[riadwaw's solution](#)

402.

855B

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

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[riadwaw's solution](#)

403.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[riadwaw's solution](#)

404.

790A

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

Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[riadwaw's solution](#)

405.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[riadwaw's solution](#)

406.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[riadwaw's solution](#)

407.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation

[riadwaw's solution](#)

408.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[riadwaw's solution](#)

409.

587A

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

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy
[riadwaw's solution](#)

410.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory
[riadwaw's solution](#)

411.

562B

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

Rating: 1500 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —
[riadwaw's solution](#)

412.

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[riadwaw's solution](#)

413.

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: implementation
[riadwaw's solution](#)

414.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, implementation
[riadwaw's solution](#)

415.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, graphs, greedy
[riadwaw's solution](#)

416.

494A

[Treasure](#) · [Tutorial](#)

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

417.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,965 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dp
[riadwaw's solution](#)

418.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · Java 8 (first AC) · Tags: greedy
[riadwaw's solution](#)

419.

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
[riadwaw's solution](#)

420.

341B

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

Rating: 1500 · first AC: 2013-08-30 · GNU C++0x (first AC) · Tags: binary search, data structures, dp

[riadwaw's solution](#)

421.

331A2

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

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2013-07-17 · last AC: 2013-07-27 · Java 7 (first AC) · Tags: data structures, sortings

[riadwaw's solution](#)

422.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,494 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++0x (first AC) · Tags: dfs and similar, shortest paths

[riadwaw's solution](#)

423.

325A

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

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2013-07-13 · Java 7 (first AC) · Tags: implementation

[riadwaw's solution](#)

424.

328B

[Sheldon and Ice Pieces](#) · [Tutorial](#)

Quality: 1,565 global accepts · Rating: 1500 · first AC: 2013-07-12 · Java 7 (first AC) · Tags: greedy

[riadwaw's solution](#)

425.

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

[riadwaw's solution](#)

426.

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

[riadwaw's solution](#)

427.

293A

[Weird Game](#) · [Tutorial](#)

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

[riadwaw's solution](#)

428.

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

[riadwaw's solution](#)

429.

204B

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

Quality: 5,907 global accepts · Rating: 1500 · first AC: 2012-07-11 · last AC: 2012-07-11 · GNU C++0x (first AC) · Tags: binary search, data structures

[riadwaw's solution](#)

430.

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2012-07-11 · GNU C++0x (first AC) · Tags: binary search, combinatorics, dp

[riadwaw's solution](#)

431.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1500 · first AC: 2012-05-27 · GNU C++0x (first AC) · Tags: dp

[riadwaw's solution](#)

432.

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2012-05-10 · GNU C++0x (first AC) · Tags: greedy

[riadwaw's solution](#)

433.

172D

[Calendar Reform](#) · [Tutorial](#)

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

[riadwaw's solution](#)

434.

172C

[Bus](#) · [Tutorial](#)

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

[riadwaw's solution](#)

435.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,622 global accepts · Rating: 1500 · first AC: 2012-03-24 · Java 6 (first AC) · Tags: dp, math, matrices

[riadwaw's solution](#)

436.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,509 global accepts · Rating: 1500 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: dfs and similar

[riadwaw's solution](#)

437.

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: strings

[riadwaw's solution](#)

438.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: greedy, sortings

[riadwaw's solution](#)

439.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,652 global accepts · Rating: 1500 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[riadwaw's solution](#)

440.

91A

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

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: greedy, strings

[riadwaw's solution](#)

441.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1500 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: binary search, data structures

[riadwaw's solution](#)

442.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,222 global accepts · Rating: 1500 · first AC: 2011-04-26 · GNU C++ (first AC) · Tags: hashing, implementation

[riadwaw's solution](#)

443.

53D

[Physical Education](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1500 · first AC: 2011-01-06 · GNU C++ (first AC) · Tags: sortings

[riadwaw's solution](#)

444.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,450 global accepts · Rating: 1500 · first AC: 2010-12-20 · MS C++ (first AC) · Tags: strings

[riadwaw's solution](#)

445.

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2010-11-06 · MS C++ (first AC) · Tags: implementation

[riadwaw's solution](#)

446.

1305C

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

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[riadwaw's solution](#)

447.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[riadwaw's solution](#)

448.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[riadwaw's solution](#)

449.

966A

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

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

[riadwaw's solution](#)

450.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[riadwaw's solution](#)

451.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[riadwaw's solution](#)

452.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[riadwaw's solution](#)

453.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[riadwaw's solution](#)

454.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[riadwaw's solution](#)

455.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[riadwaw's solution](#)

456.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[riadwaw's solution](#)

457.

741B

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

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

[riadwaw's solution](#)

458.

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[riadwaw's solution](#)

459.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[riadwaw's solution](#)

460.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[riadwaw's solution](#)

461.

715A

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

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[riadwaw's solution](#)

462.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[riadwaw's solution](#)

463.

643B

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

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

464.

639B

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

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees
[riadwaw's solution](#)

465.

645C

[Enduring Exodus](#) · [Tutorial](#)

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

466.

637D

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

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

467.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[riadwaw's solution](#)

468.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation
[riadwaw's solution](#)

469.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp
[riadwaw's solution](#)

470.

605A

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

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[riadwaw's solution](#)

471.

603A

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

Quality: 8,251 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math
[riadwaw's solution](#)

472.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,872 global accepts · Rating: 1600 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[riadwaw's solution](#)

473.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math
[riadwaw's solution](#)

474.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number

theory

[riadwaw's solution](#)

475.

376D

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

Rating: 1600 · first AC: 2015-07-06 · GNU C++ (first AC) · Tags: dp, implementation, sortings

[riadwaw's solution](#)

476.

524A

[A\\$>Ct=CânCÔ>, C\\$K Ct=C 5D\\$5 DÔBC,,E C`NCD5C“ð](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: implementation

[riadwaw's solution](#)

477.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[riadwaw's solution](#)

478.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-31 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation, math

[riadwaw's solution](#)

479.

500B

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

Quality: 9,600 global accepts · Rating: 1600 · first AC: 2014-12-31 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[riadwaw's solution](#)

480.

477A

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

Rating: 1600 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math

[riadwaw's solution](#)

481.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-13 · GNU C++0x (first AC) · Tags: dp, implementation, two pointers

[riadwaw's solution](#)

482.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-06 · Java 7 (first AC) · Tags: greedy, math

[riadwaw's solution](#)

483.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1600 · first AC: 2014-01-20 · Java 7 (first AC) · Tags: data structures, greedy

[riadwaw's solution](#)

484.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 1600 · first AC: 2013-12-29 · Java 7 (first AC) · Tags: dfs and similar

[riadwaw's solution](#)

485.

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
[riadwaw's solution](#)

486.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2013-10-10 · Java 7 (first AC) · Tags: implementation, math, number theory
[riadwaw's solution](#)

487.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-20 · Java 7 (first AC) · Tags: games, math, number theory
[riadwaw's solution](#)

488.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-30 · Java 7 (first AC) · Tags: math
[riadwaw's solution](#)

489.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-16 · Java 7 (first AC) · Tags: greedy, math, number theory
[riadwaw's solution](#)

490.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-07-27 · Java 7 (first AC) · Tags: greedy
[riadwaw's solution](#)

491.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-14 · Java 7 (first AC) · Tags: brute force
[riadwaw's solution](#)

492.

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: dfs and similar, dp
[riadwaw's solution](#)

493.

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-13 · Java 7 (first AC) · Tags: *special, greedy
[riadwaw's solution](#)

494.

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
[riadwaw's solution](#)

495.

283A

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

Quality: 6,872 global accepts · Rating: 1600 · first AC: 2013-03-17 · last AC: 2013-03-18 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, implementation
[riadwaw's solution](#)

496.

284C

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

Rating: 1600 · first AC: 2013-03-17 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, dp
[riadwaw's solution](#)

497.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: greedy, math
[riadwaw's solution](#)

498.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2012-08-27 · GNU C++ (first AC) · Tags: brute force, dp, greedy
[riadwaw's solution](#)

499.

188G

[Array Sorting](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 1600 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation
[riadwaw's solution](#)

500.

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2012-04-14 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings, two pointers
[riadwaw's solution](#)

501.

167A

[Wizards and Trolleybuses](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 1600 · first AC: 2012-03-27 · MS C++ (first AC) · Tags: implementation, math
[riadwaw's solution](#)

502.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation
[riadwaw's solution](#)

503.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: math, number theory
[riadwaw's solution](#)

504.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,326 global accepts · Rating: 1600 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: greedy
[riadwaw's solution](#)

505.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,314 global accepts · Rating: 1600 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[riadwaw's solution](#)

506.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: brute force, math
[riadwaw's solution](#)

507.

138A

[Literature Lesson](#) · [Tutorial](#)

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2011-12-24 · GNU C++ (first AC) · Tags: implementation

[riadwaw's solution](#)

508.

135B

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

Quality: 2,652 global accepts · Rating: 1600 · first AC: 2011-12-10 · GNU C++ (first AC) · Tags: brute force, geometry, math

[riadwaw's solution](#)

509.

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[riadwaw's solution](#)

510.

113A

[Grammar Lessons](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1600 · first AC: 2011-09-08 · GNU C++ (first AC) · Tags: implementation, strings

[riadwaw's solution](#)

511.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,273 global accepts · Rating: 1600 · first AC: 2011-08-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[riadwaw's solution](#)

512.

95A

[Hockey](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1600 · first AC: 2011-07-08 · last AC: 2011-07-14 · GNU C++ (first AC) · Tags: implementation, strings

[riadwaw's solution](#)

513.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,517 global accepts · Rating: 1600 · first AC: 2011-06-13 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[riadwaw's solution](#)

514.

28A

[Bender Problem](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 1600 · first AC: 2011-06-13 · GNU C++ (first AC) · Tags: implementation

[riadwaw's solution](#)

515.

71C

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

Quality: 7,328 global accepts · Rating: 1600 · first AC: 2011-05-19 · GNU C++ (first AC) · Tags: dp, math, number theory

[riadwaw's solution](#)

516.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2011-05-17 · PHP (first AC) · Tags: expression parsing, greedy, strings

[riadwaw's solution](#)

517.

73A

[The Elder Trolls IV: Oblivon](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 1600 · first AC: 2011-04-10 · GNU C++ (first AC) · Tags: greedy, math

[riadwaw's solution](#)

518.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2011-03-18 · GNU C++ (first AC) · Tags: binary search
[riadwaw's solution](#)

519.

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: implementation
[riadwaw's solution](#)

520.

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2011-01-04 · GNU C++ (first AC) · Tags: combinatorics
[riadwaw's solution](#)

521.

32D

[Constellation](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 1600 · first AC: 2010-11-16 · MS C++ (first AC) · Tags: implementation
[riadwaw's solution](#)

522.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[riadwaw's solution](#)

523.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[riadwaw's solution](#)

524.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[riadwaw's solution](#)

525.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[riadwaw's solution](#)

526.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[riadwaw's solution](#)

527.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy
[riadwaw's solution](#)

528.

1210B

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

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

[riadwaw's solution](#)

529.

1210A

[Anadi and Domino](#) · [Tutorial](#)

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

[riadwaw's solution](#)

530.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[riadwaw's solution](#)

531.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[riadwaw's solution](#)

532.

1091D

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

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[riadwaw's solution](#)

533.

1074A

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

Rating: 1700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[riadwaw's solution](#)

534.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[riadwaw's solution](#)

535.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation, math

[riadwaw's solution](#)

536.

966B

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

Rating: 1700 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[riadwaw's solution](#)

537.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-30 · last AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[riadwaw's solution](#)

538.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[riadwaw's solution](#)

539.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, math

[riadwaw's solution](#)

540.

765D

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

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

[riadwaw's solution](#)

541.

756A

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

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[riadwaw's solution](#)

542.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[riadwaw's solution](#)

543.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[riadwaw's solution](#)

544.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[riadwaw's solution](#)

545.

685A

[Robbers' watch](#) · [Tutorial](#)

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

[riadwaw's solution](#)

546.

644B

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

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

[riadwaw's solution](#)

547.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,425 global accepts · Rating: 1700 · first AC: 2016-03-01 · last AC: 2016-03-01 · GNU C++11 (first AC) · Tags: sortings, strings

[riadwaw's solution](#)

548.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures

[riadwaw's solution](#)

549.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, implementation, math

[riadwaw's solution](#)

550.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[riadwaw's solution](#)

551.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: combinatorics, greedy, sortings

[riadwaw's solution](#)

552.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation

[riadwaw's solution](#)

553.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[riadwaw's solution](#)

554.

578B

["Or" Game](#) · [Tutorial](#)

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

[riadwaw's solution](#)

555.

578A

[A Problem about Polyline](#) · [Tutorial](#)

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

[riadwaw's solution](#)

556.

546D

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

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory

[riadwaw's solution](#)

557.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[riadwaw's solution](#)

558.

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

559.

524B

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

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: dp, greedy

[riadwaw's solution](#)

560.

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2015-02-17 · last AC: 2015-02-17 · MS C++ (first AC) · Tags: implementation, math

[riadwaw's solution](#)

561.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: geometry

[riadwaw's solution](#)

562.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: binary search, brute force, greedy, math

[riadwaw's solution](#)

563.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: greedy, strings

[riadwaw's solution](#)

564.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: math

[riadwaw's solution](#)

565.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-10 · Java 7 (first AC) · Tags: greedy, implementation

[riadwaw's solution](#)

566.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2013-07-17 · last AC: 2013-07-27 · Java 7 (first AC) · Tags: implementation

[riadwaw's solution](#)

567.

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1700 · first AC: 2013-07-12 · Java 7 (first AC) · Tags: combinatorics, math

[riadwaw's solution](#)

568.

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

[riadwaw's solution](#)

569.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: hashing, strings

[riadwaw's solution](#)

570.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2013-03-17 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs

[riadwaw's solution](#)

571.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: dp

[riadwaw's solution](#)

572.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,487 global accepts · Rating: 1700 · first AC: 2012-08-27 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees
[riadwaw's solution](#)

573.

216D

[Spider's Web](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 1700 · first AC: 2012-08-14 · Java 7 (first AC) · Tags: binary search, sortings, two pointers
[riadwaw's solution](#)

574.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,027 global accepts · Rating: 1700 · first AC: 2012-08-14 · Java 7 (first AC) · Tags: dfs and similar, implementation
[riadwaw's solution](#)

575.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: dfs and similar, greedy
[riadwaw's solution](#)

576.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2012-06-29 · GNU C++0x (first AC) · Tags: constructive algorithms, dp, math
[riadwaw's solution](#)

577.

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2012-05-27 · GNU C++0x (first AC) · Tags: greedy
[riadwaw's solution](#)

578.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2012-04-20 · GNU C++0x (first AC) · Tags: dp
[riadwaw's solution](#)

579.

164A

[Variable, or There and Back Again](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2012-04-08 · GNU C++0x (first AC) · Tags: dfs and similar, graphs
[riadwaw's solution](#)

580.

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: dp
[riadwaw's solution](#)

581.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings
[riadwaw's solution](#)

582.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: brute force
[riadwaw's solution](#)

583.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: geometry, math
[riadwaw's solution](#)

584.

131E

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

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: sortings
[riadwaw's solution](#)

585.

126B

[Password](#) · [Tutorial](#)

Quality: 24,763 global accepts · Rating: 1700 · first AC: 2011-11-09 · last AC: 2011-11-10 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
[riadwaw's solution](#)

586.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,472 global accepts · Rating: 1700 · first AC: 2011-10-07 · GNU C++ (first AC) · Tags: dp
[riadwaw's solution](#)

587.

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2011-08-19 · GNU C++ (first AC) · Tags: brute force, implementation
[riadwaw's solution](#)

588.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2011-08-19 · GNU C++ (first AC) · Tags: dp
[riadwaw's solution](#)

589.

105A

[Transmigration](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 1700 · first AC: 2011-08-13 · GNU C++ (first AC) · Tags: implementation
[riadwaw's solution](#)

590.

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: implementation
[riadwaw's solution](#)

591.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2011-05-16 · PHP (first AC) · Tags: implementation
[riadwaw's solution](#)

592.

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: constructive algorithms, hashing, implementation
[riadwaw's solution](#)

593.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: greedy, math, sortings

[riadwaw's solution](#)

594.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: implementation, strings

[riadwaw's solution](#)

595.

53B

[Blog Photo](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 1700 · first AC: 2011-01-06 · GNU C++ (first AC) · Tags: binary search, implementation

[riadwaw's solution](#)

596.

51B

[bHTML Tables Analsys](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 1700 · first AC: 2010-12-28 · GNU C++ (first AC) · Tags: expression parsing

[riadwaw's solution](#)

597.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1700 · first AC: 2010-11-06 · MS C++ (first AC) · Tags: dp

[riadwaw's solution](#)

598.

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2010-11-16 · MS C++ (first AC) · Tags: math

[riadwaw's solution](#)

599.

30B

[Codeforces World Finals](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 1700 · first AC: 2010-11-15 · MS C++ (first AC) · Tags: implementation

[riadwaw's solution](#)

600.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[riadwaw's solution](#)

601.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[riadwaw's solution](#)

602.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[riadwaw's solution](#)

603.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[riadwaw's solution](#)

604.

1326D2

[Prefix-Suffix Palindrome \(Hard version\) · Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[riadwaw's solution](#)

605.

1190B

[Tokitsukaze, CSL and Stone Game · Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[riadwaw's solution](#)

606.

1148D

[Dirty Deeds Done Dirt Cheap · Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[riadwaw's solution](#)

607.

1119D

[Frets On Fire · Tutorial](#)

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

[riadwaw's solution](#)

608.

1081D

[Maximum Distance · Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[riadwaw's solution](#)

609.

983B

[XOR-pyramid · Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: dp

[riadwaw's solution](#)

610.

913D

[Too Easy Problems · Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[riadwaw's solution](#)

611.

830A

[Office Keys · Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[riadwaw's solution](#)

612.

794C

[Naming Company · Tutorial](#)

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

[riadwaw's solution](#)

613.

799C

[Fountains · Tutorial](#)

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

[riadwaw's solution](#)

614.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[riadwaw's solution](#)

615.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[riadwaw's solution](#)

616.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[riadwaw's solution](#)

617.

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[riadwaw's solution](#)

618.

671A

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

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation

[riadwaw's solution](#)

619.

641C

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

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

[riadwaw's solution](#)

620.

645D

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

Quality: 3,338 global accepts · Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[riadwaw's solution](#)

621.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[riadwaw's solution](#)

622.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[riadwaw's solution](#)

623.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp

[riadwaw's solution](#)

624.

532E

[Correcting Mistakes](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

625.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dp, greedy

[riadwaw's solution](#)

626.

513G1

[Inversions problem](#) · [Tutorial](#)

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · last AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[riadwaw's solution](#)

627.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math

[riadwaw's solution](#)

628.

488C

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

Rating: 1800 · first AC: 2014-11-22 · GNU C++0x (first AC) · Tags: brute force, implementation

[riadwaw's solution](#)

629.

487A

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

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-21 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation

[riadwaw's solution](#)

630.

471D

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

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: string suffix structures, strings

[riadwaw's solution](#)

631.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[riadwaw's solution](#)

632.

436C

[Dungeons and Candies](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: dsu, graphs, greedy, trees

[riadwaw's solution](#)

633.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2013-10-04 · GNU C++0x (first AC) · Tags: dp, greedy, implementation, math

[riadwaw's solution](#)

634.

336C

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

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2013-08-09 · Java 7 (first AC) · Tags: brute force, greedy, implementation, number theory

[riadwaw's solution](#)

635.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2013-07-27 · Java 7 (first AC) · Tags: greedy

[riadwaw's solution](#)

636.

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2013-07-13 · Java 7 (first AC) · Tags: binary search, math

[riadwaw's solution](#)

637.

328A

[IQ Test](#) · [Tutorial](#)

Quality: 2,393 global accepts · Rating: 1800 · first AC: 2013-07-12 · Java 7 (first AC) · Tags: implementation

[riadwaw's solution](#)

638.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2013-01-08 · Java 7 (first AC) · Tags: brute force, geometry, math

[riadwaw's solution](#)

639.

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2012-11-04 · GNU C++0x (first AC) · Tags: constructive algorithms

[riadwaw's solution](#)

640.

216C

[Hiring Staff](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1800 · first AC: 2012-08-14 · Java 7 (first AC) · Tags: greedy

[riadwaw's solution](#)

641.

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2012-06-29 · GNU C++0x (first AC) · Tags: math, ternary search

[riadwaw's solution](#)

642.

188H

[Stack](#) · [Tutorial](#)

Quality: 686 global accepts · Rating: 1800 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, expression parsing, implementation

[riadwaw's solution](#)

643.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2012-05-10 · GNU C++0x (first AC) · Tags: dp, shortest paths

[riadwaw's solution](#)

644.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2012-05-04 · GNU C++0x (first AC) · Tags: math, ternary search

[riadwaw's solution](#)

645.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2012-04-06 · last AC: 2012-04-14 · GNU C++0x (first AC) · Tags: dfs and similar, shortest paths

[riadwaw's solution](#)

646.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2012-03-27 · MS C++ (first AC) · Tags: dp, math, probabilities

[riadwaw's solution](#)

647.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,175 global accepts · Rating: 1800 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[riadwaw's solution](#)

648.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2012-01-13 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[riadwaw's solution](#)

649.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[riadwaw's solution](#)

650.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: greedy, sortings

[riadwaw's solution](#)

651.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: dp

[riadwaw's solution](#)

652.

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,590 global accepts · Rating: 1800 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: graph matchings

[riadwaw's solution](#)

653.

120G

[Boom](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 1800 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: implementation

[riadwaw's solution](#)

654.

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: brute force, number theory

[riadwaw's solution](#)

655.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: greedy

[riadwaw's solution](#)

656.

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2011-06-11 · GNU C++ (first AC) · Tags: implementation, strings

[riadwaw's solution](#)

657.

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2011-05-20 · last AC: 2011-05-20 · MS C++ (first AC) · Tags: data structures, greedy

[riadwaw's solution](#)

658.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2011-05-16 · GNU C++ (first AC) · Tags: binary search, greedy

[riadwaw's solution](#)

659.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2011-05-13 · GNU C++ (first AC) · Tags: binary search, math, sortings

[riadwaw's solution](#)

660.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[riadwaw's solution](#)

661.

77B

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Quality: 2,867 global accepts · Rating: 1800 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: math, probabilities

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662.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2011-03-22 · GNU C++ (first AC) · Tags: data structures, implementation

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663.

67A

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Quality: 2,481 global accepts · Rating: 1800 · first AC: 2011-03-13 · MS C++ (first AC) · Tags: dp, graphs, greedy, implementation

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664.

62B

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Quality: 1,403 global accepts · Rating: 1800 · first AC: 2011-02-25 · MS C++ (first AC) · Tags: binary search, implementation

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665.

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2011-01-31 · GNU C++ (first AC) · Tags: brute force

[riadwaw's solution](#)

666.

45J

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Quality: 1,073 global accepts · Rating: 1800 · first AC: 2010-11-13 · MS C++ (first AC) · Tags: constructive algorithms

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667.

44D

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Quality: 800 global accepts · Rating: 1800 · first AC: 2010-11-06 · MS C++ (first AC) · Tags: math

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668.

30C

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Quality: 2,393 global accepts · Rating: 1800 · first AC: 2010-11-15 · MS C++ (first AC) · Tags: dp, probabilities

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669.

1696D

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Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

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670.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[riadwaw's solution](#)

671.

1593D2

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Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[riadwaw's solution](#)

672.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

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673.

1305D

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[riadwaw's solution](#)

674.

1270D

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Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[riadwaw's solution](#)

675.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[riadwaw's solution](#)

676.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,245 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[riadwaw's solution](#)

677.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[riadwaw's solution](#)

678.

1220D

[Alex and Julian](#) · [Tutorial](#)

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

[riadwaw's solution](#)

679.

1178E

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Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[riadwaw's solution](#)

680.

1119E

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

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

[riadwaw's solution](#)

681.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[riadwaw's solution](#)

682.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[riadwaw's solution](#)

683.

1043E

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

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[riadwaw's solution](#)

684.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[riadwaw's solution](#)

685.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[riadwaw's solution](#)

686.

1012C

[Hills](#) · [Tutorial](#)

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

[riadwaw's solution](#)

687.

1012B

[Chemical table](#) · [Tutorial](#)

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

[riadwaw's solution](#)

688.

866B

[Ordering Pizza](#) · [Tutorial](#)

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

[riadwaw's solution](#)

689.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings

[riadwaw's solution](#)

690.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[riadwaw's solution](#)

691.

744B

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Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, interactive

[riadwaw's solution](#)

692.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[riadwaw's solution](#)

693.

724D

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Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[riadwaw's solution](#)

694.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[riadwaw's solution](#)

695.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: matrices

[riadwaw's solution](#)

696.

687C

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

Quality: 8,343 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

[riadwaw's solution](#)

697.

685B

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

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

[riadwaw's solution](#)

698.

650B

[Image Preview](#) · [Tutorial](#)

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

699.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,375 global accepts · Rating: 1900 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings
[riadwaw's solution](#)

700.

613A

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

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-01-14 · last AC: 2016-01-26 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search
[riadwaw's solution](#)

701.

613B

[Skills](#) · [Tutorial](#)

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

702.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp
[riadwaw's solution](#)

703.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices
[riadwaw's solution](#)

704.

568B

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

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[riadwaw's solution](#)

705.

562D

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

Rating: 1900 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —
[riadwaw's solution](#)

706.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math
[riadwaw's solution](#)

707.

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2015-07-04 · last AC: 2015-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[riadwaw's solution](#)

708.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation
[riadwaw's solution](#)

709.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu
[riadwaw's solution](#)

710.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,495 global accepts · Rating: 1900 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: dp, probabilities
[riadwaw's solution](#)

711.

524C

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

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: binary search, sortings
[riadwaw's solution](#)

712.

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: math, number theory
[riadwaw's solution](#)

713.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: data structures, dp, math, number theory, shortest paths
[riadwaw's solution](#)

714.

500D

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

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-31 · GNU C++0x (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[riadwaw's solution](#)

715.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation
[riadwaw's solution](#)

716.

477B

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

Rating: 1900 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math
[riadwaw's solution](#)

717.

472D

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

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, shortest paths, trees
[riadwaw's solution](#)

718.

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2014-08-29 · last AC: 2014-08-29 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, dp, dsu
[riadwaw's solution](#)

719.

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: greedy

[riadwaw's solution](#)

720.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,846 global accepts · Rating: 1900 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[riadwaw's solution](#)

721.

452D

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

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: greedy, implementation

[riadwaw's solution](#)

722.

388B

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Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-03 · Java 7 (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

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723.

377B

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Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · Java 7 (first AC) · Tags: binary search, data structures, greedy, sortings

[riadwaw's solution](#)

724.

372B

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Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · Java 7 (first AC) · Tags: brute force, divide and conquer, dp

[riadwaw's solution](#)

725.

353B

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Quality: 2,434 global accepts · Rating: 1900 · first AC: 2013-10-10 · Java 7 (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings

[riadwaw's solution](#)

726.

351B

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Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-04 · GNU C++0x (first AC) · Tags: combinatorics, dp, probabilities

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727.

336B

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Quality: 1,371 global accepts · Rating: 1900 · first AC: 2013-08-09 · Java 7 (first AC) · Tags: math

[riadwaw's solution](#)

728.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2013-08-03 · Java 7 (first AC) · Tags: constructive algorithms, dp

[riadwaw's solution](#)

729.

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2013-07-17 · last AC: 2013-07-27 · Java 7 (first AC) · Tags: data structures

[riadwaw's solution](#)

730.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: data structures

[riadwaw's solution](#)

731.

261B

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

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: dp, math, probabilities

[riadwaw's solution](#)

732.

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2013-01-08 · Java 7 (first AC) · Tags: greedy, math

[riadwaw's solution](#)

733.

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

[riadwaw's solution](#)

734.

241G

[Challenging Balloons](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 1900 · first AC: 2012-11-01 · GNU C++0x (first AC) · Tags: constructive algorithms

[riadwaw's solution](#)

735.

215D

[Hot Days](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 1900 · first AC: 2012-08-06 · Java 7 (first AC) · Tags: greedy

[riadwaw's solution](#)

736.

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 1900 · first AC: 2012-07-23 · last AC: 2012-08-06 · Java 7 (first AC) · Tags: dfs and similar, dp

[riadwaw's solution](#)

737.

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 1900 · first AC: 2012-07-23 · Java 7 (first AC) · Tags: dp, graphs, shortest paths

[riadwaw's solution](#)

738.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,874 global accepts · Rating: 1900 · first AC: 2012-07-16 · GNU C++ (first AC) · Tags: graphs, shortest paths

[riadwaw's solution](#)

739.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,222 global accepts · Rating: 1900 · first AC: 2012-05-27 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, trees

[riadwaw's solution](#)

740.

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2012-04-06 · GNU C++0x (first AC) · Tags: brute force, dp

[riadwaw's solution](#)

741.

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-04 · last AC: 2012-03-05 · GNU C++ (first AC) · Tags: *special, dp, sortings

[riadwaw's solution](#)

742.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, games, greedy

[riadwaw's solution](#)

743.

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: binary search, brute force, math

[riadwaw's solution](#)

744.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: brute force, combinatorics, number theory

[riadwaw's solution](#)

745.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: divide and conquer, geometry, sortings

[riadwaw's solution](#)

746.

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2011-10-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[riadwaw's solution](#)

747.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2011-10-07 · Java 6 (first AC) · Tags: brute force, greedy, sortings, strings

[riadwaw's solution](#)

748.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2011-09-03 · GNU C++ (first AC) · Tags: binary search, data structures, number theory

[riadwaw's solution](#)

749.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: dp, dsu, trees

[riadwaw's solution](#)

750.

109B

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

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: brute force, probabilities

[riadwaw's solution](#)

751.

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[riadwaw's solution](#)

752.

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: greedy

[riadwaw's solution](#)

753.

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2011-03-23 · last AC: 2011-03-23 · GNU C++ (first AC) · Tags: dp, games

[riadwaw's solution](#)

754.

67D

[Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2011-03-13 · MS C++ (first AC) · Tags: binary search, data structures, dp

[riadwaw's solution](#)

755.

63D

[Dividing Island](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2011-02-28 · MS C++ (first AC) · Tags: constructive algorithms

[riadwaw's solution](#)

756.

57C

[Array](#) · [Tutorial](#)

Quality: 4,005 global accepts · Rating: 1900 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: combinatorics, math

[riadwaw's solution](#)

757.

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2010-11-13 · MS C++ (first AC) · Tags: greedy, meet-in-the-middle, sortings

[riadwaw's solution](#)

758.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[riadwaw's solution](#)

759.

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[riadwaw's solution](#)

760.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[riadwaw's solution](#)

761.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[riadwaw's solution](#)

762.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[riadwaw's solution](#)

763.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[riadwaw's solution](#)

764.

1210C

[Kamil and Making a Stream](#) · [Tutorial](#)

Quality: 3,598 global accepts · Rating: 2000 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, trees

[riadwaw's solution](#)

765.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[riadwaw's solution](#)

766.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[riadwaw's solution](#)

767.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[riadwaw's solution](#)

768.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[riadwaw's solution](#)

769.

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, greedy

[riadwaw's solution](#)

770.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[riadwaw's solution](#)

771.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[riadwaw's solution](#)

772.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,882 global accepts · Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures
[riadwaw's solution](#)

773.

662D

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

Quality: 1,715 global accepts · Rating: 2000 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[riadwaw's solution](#)

774.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math
[riadwaw's solution](#)

775.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · last AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings
[riadwaw's solution](#)

776.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: ternary search
[riadwaw's solution](#)

777.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[riadwaw's solution](#)

778.

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math
[riadwaw's solution](#)

779.

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
[riadwaw's solution](#)

780.

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —
[riadwaw's solution](#)

781.

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[riadwaw's solution](#)

782.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,047 global accepts · Rating: 2000 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, data structures

[riadwaw's solution](#)

783.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, probabilities

[riadwaw's solution](#)

784.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: binary search, data structures, math

[riadwaw's solution](#)

785.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: dp, strings

[riadwaw's solution](#)

786.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, data structures, math

[riadwaw's solution](#)

787.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: brute force, geometry

[riadwaw's solution](#)

788.

461B

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

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: dfs and similar, dp, trees

[riadwaw's solution](#)

789.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: graphs, greedy, shortest paths

[riadwaw's solution](#)

790.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-13 · GNU C++0x (first AC) · Tags: brute force, data structures, greedy

[riadwaw's solution](#)

791.

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

[riadwaw's solution](#)

792.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2014-01-20 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, trees

[riadwaw's solution](#)

793.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2013-12-30 · Java 7 (first AC) · Tags: bitmasks, brute force, dp

[riadwaw's solution](#)

794.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2013-10-10 · Java 7 (first AC) · Tags: constructive algorithms, dp

[riadwaw's solution](#)

795.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,259 global accepts · Rating: 2000 · first AC: 2013-09-20 · Java 7 (first AC) · Tags: dp, strings

[riadwaw's solution](#)

796.

341C

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

Rating: 2000 · first AC: 2013-08-30 · Java 7 (first AC) · Tags: combinatorics, dp, math

[riadwaw's solution](#)

797.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-08-16 · GNU C++0x (first AC) · Tags: dfs and similar, dp, trees

[riadwaw's solution](#)

798.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2013-06-14 · Java 7 (first AC) · Tags: brute force, implementation

[riadwaw's solution](#)

799.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2013-04-13 · Java 7 (first AC) · Tags: *special, dfs and similar, hashing, strings

[riadwaw's solution](#)

800.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2012-12-22 · Java 7 (first AC) · Tags: binary search, combinatorics, dp, math

[riadwaw's solution](#)

801.

249A

[Robo-Footballer](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-11-25 · GNU C++0x (first AC) · Tags: geometry

[riadwaw's solution](#)

802.

241C

[Mirror Box](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2000 · first AC: 2012-11-01 · GNU C++0x (first AC) · Tags: geometry, implementation

[riadwaw's solution](#)

803.

216E

[Martian Luck](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2000 · first AC: 2012-08-14 · Java 7 (first AC) · Tags: math, number theory

[riadwaw's solution](#)

804.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2012-07-11 · last AC: 2012-07-11 · GNU C++0x (first AC) · Tags: math, probabilities

[riadwaw's solution](#)

805.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2012-06-03 · GNU C++0x (first AC) · Tags: brute force

[riadwaw's solution](#)

806.

176C

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

Quality: 534 global accepts · Rating: 2000 · first AC: 2012-04-20 · GNU C++0x (first AC) · Tags: combinatorics, constructive algorithms

[riadwaw's solution](#)

807.

164B

[Ancient Berland Hieroglyphs](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2000 · first AC: 2012-04-08 · GNU C++0x (first AC) · Tags: two pointers

[riadwaw's solution](#)

808.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2012-03-25 · last AC: 2012-03-25 · GNU C++ (first AC) · Tags: binary search

[riadwaw's solution](#)

809.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: combinatorics, dp

[riadwaw's solution](#)

810.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: combinatorics, dp

[riadwaw's solution](#)

811.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[riadwaw's solution](#)

812.

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[riadwaw's solution](#)

813.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,434 global accepts · Rating: 2000 · first AC: 2011-10-13 · last AC: 2011-10-13 · Java 6 (first AC) · Tags: dfs and similar, graphs

[riadwaw's solution](#)

814.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2011-09-23 · last AC: 2011-09-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[riadwaw's solution](#)

815.

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[riadwaw's solution](#)

816.

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: data structures, dfs and similar, sortings

[riadwaw's solution](#)

817.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: dp

[riadwaw's solution](#)

818.

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2011-04-27 · GNU C++ (first AC) · Tags: dp, games, number theory

[riadwaw's solution](#)

819.

58D

[Calendar](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2011-01-31 · GNU C++ (first AC) · Tags: greedy, strings

[riadwaw's solution](#)

820.

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2010-12-20 · MS C++ (first AC) · Tags: geometry

[riadwaw's solution](#)

821.

44J

[Triminoes](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2000 · first AC: 2010-11-06 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[riadwaw's solution](#)

822.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · last AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[riadwaw's solution](#)

823.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[riadwaw's solution](#)

824.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[riadwaw's solution](#)

825.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[riadwaw's solution](#)

826.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[riadwaw's solution](#)

827.

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, geometry

[riadwaw's solution](#)

828.

937D

[Sleepy Game](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-05-11 · last AC: 2018-05-12 · GNU C (first AC) · Tags: dfs and similar, games, graphs

[riadwaw's solution](#)

829.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[riadwaw's solution](#)

830.

859D

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

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, trees

[riadwaw's solution](#)

831.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

[riadwaw's solution](#)

832.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[riadwaw's solution](#)

833.

790B

[Bear and Tree Jumps](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[riadwaw's solution](#)

834.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings

[riadwaw's solution](#)

835.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, math

[riadwaw's solution](#)

836.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[riadwaw's solution](#)

837.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: dp

[riadwaw's solution](#)

838.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[riadwaw's solution](#)

839.

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: binary search, math

[riadwaw's solution](#)

840.

546E

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

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: flows, graphs, math

[riadwaw's solution](#)

841.

541F

[Quest](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

842.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: greedy, two pointers

[riadwaw's solution](#)

843.

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: greedy

[riadwaw's solution](#)

844.

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2014-12-24 · last AC: 2015-02-24 · GNU C++0x (first AC) · Tags: flows, graph matchings, number theory

[riadwaw's solution](#)

845.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2015-02-17 · last AC: 2015-02-17 · GNU C++0x (first AC) · Tags: greedy, implementation

[riadwaw's solution](#)

846.

497C

[Distributing Parts](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[riadwaw's solution](#)

847.

475C

[Kamal-ol-molk's Painting](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: 2100 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, greedy

[riadwaw's solution](#)

848.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: dp

[riadwaw's solution](#)

849.

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: data structures, ternary search

[riadwaw's solution](#)

850.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[riadwaw's solution](#)

851.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: combinatorics, math, probabilities

[riadwaw's solution](#)

852.

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

[riadwaw's solution](#)

853.

335C

[More Reclamation](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2100 · first AC: 2013-08-03 · Java 7 (first AC) · Tags: games

[riadwaw's solution](#)

854.

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

[riadwaw's solution](#)

855.

268E

[Playlist](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 2100 · first AC: 2013-01-28 · Java 7 (first AC) · Tags: math, probabilities, sortings

[riadwaw's solution](#)

856.

220C

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

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2012-08-31 · MS C++ (first AC) · Tags: data structures

[riadwaw's solution](#)

857.

215C

[Crosses](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2100 · first AC: 2012-08-06 · Java 7 (first AC) · Tags: brute force, implementation

[riadwaw's solution](#)

858.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2012-07-23 · Java 7 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[riadwaw's solution](#)

859.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2012-05-26 · last AC: 2012-05-26 · Mono C# (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[riadwaw's solution](#)

860.

163C

[Conveyor](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2100 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: sortings, two pointers

[riadwaw's solution](#)

861.

132D

[Constants in the language of Shakespeare](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2100 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy

[riadwaw's solution](#)

862.

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2011-08-19 · last AC: 2011-08-19 · GNU C++ (first AC) · Tags: geometry, ternary search

[riadwaw's solution](#)

863.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[riadwaw's solution](#)

864.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[riadwaw's solution](#)

865.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[riadwaw's solution](#)

866.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[riadwaw's solution](#)

867.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[riadwaw's solution](#)

868.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[riadwaw's solution](#)

869.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[riadwaw's solution](#)

870.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[riadwaw's solution](#)

871.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[riadwaw's solution](#)

872.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[riadwaw's solution](#)

873.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, trees

[riadwaw's solution](#)

874.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[riadwaw's solution](#)

875.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[riadwaw's solution](#)

876.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[riadwaw's solution](#)

877.

806C

[Prairie Partition](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, greedy

[riadwaw's solution](#)

878.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[riadwaw's solution](#)

879.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[riadwaw's solution](#)

880.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[riadwaw's solution](#)

881.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[riadwaw's solution](#)

882.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[riadwaw's solution](#)

883.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[riadwaw's solution](#)

884.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[riadwaw's solution](#)

885.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,657 global accepts · Rating: 2200 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[riadwaw's solution](#)

886.

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[riadwaw's solution](#)

887.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[riadwaw's solution](#)

888.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[riadwaw's solution](#)

889.

634D

[Package Delivery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[riadwaw's solution](#)

890.

618D

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

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[riadwaw's solution](#)

891.

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: games, math

[riadwaw's solution](#)

892.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[riadwaw's solution](#)

893.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures, trees

[riadwaw's solution](#)

894.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[riadwaw's solution](#)

895.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures

[riadwaw's solution](#)

896.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: games

[riadwaw's solution](#)

897.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[riadwaw's solution](#)

898.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[riadwaw's solution](#)

899.

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2015-03-28 · last AC: 2015-04-03 · GNU C++11 (first AC) · Tags: flows

[riadwaw's solution](#)

900.

477C

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

Rating: 2200 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: dp

[riadwaw's solution](#)

901.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: data structures, implementation
[riadwaw's solution](#)

902.

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
[riadwaw's solution](#)

903.

353E

[Antichain](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2013-10-10 · last AC: 2013-10-10 · Java 7 (first AC) · Tags: dp, graph matchings, greedy
[riadwaw's solution](#)

904.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2013-10-04 · GNU C++0x (first AC) · Tags: greedy
[riadwaw's solution](#)

905.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2013-09-20 · GNU C++0x (first AC) · Tags: greedy, math
[riadwaw's solution](#)

906.

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-08-16 · GNU C++0x (first AC) · Tags: brute force, dp, number theory
[riadwaw's solution](#)

907.

316F1

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2013-06-12 · GNU C++0x (first AC) · Tags: dfs and similar, implementation
[riadwaw's solution](#)

908.

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: string suffix structures
[riadwaw's solution](#)

909.

219E

[Parking Lot](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2200 · first AC: 2012-08-27 · GNU C++ (first AC) · Tags: data structures
[riadwaw's solution](#)

910.

172E

[BHTML+BCSS](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2200 · first AC: 2012-04-03 · GNU C++0x (first AC) · Tags: *special, dfs and similar, expression parsing
[riadwaw's solution](#)

911.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2011-12-24 · GNU C++ (first AC) · Tags: binary search, data structures, probabilities, sortings
[riadwaw's solution](#)

912.

120I

[Luck is in Numbers](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2200 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: greedy

[riadwaw's solution](#)

913.

115C

[Plumber](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2200 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: math

[riadwaw's solution](#)

914.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2011-09-08 · GNU C++ (first AC) · Tags: brute force, math, number theory

[riadwaw's solution](#)

915.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2011-06-13 · Java 6 (first AC) · Tags: combinatorics, dp, probabilities

[riadwaw's solution](#)

916.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,245 global accepts · Rating: 2200 · first AC: 2011-01-09 · last AC: 2011-03-31 · GNU C++ (first AC) · Tags: data structures

[riadwaw's solution](#)

917.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, probabilities

[riadwaw's solution](#)

918.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[riadwaw's solution](#)

919.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[riadwaw's solution](#)

920.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: geometry, implementation, math, sortings

[riadwaw's solution](#)

921.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[riadwaw's solution](#)

922.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[riadwaw's solution](#)

923.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[riadwaw's solution](#)

924.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[riadwaw's solution](#)

925.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, two pointers

[riadwaw's solution](#)

926.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dp

[riadwaw's solution](#)

927.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[riadwaw's solution](#)

928.

562F

[Matching Names](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

929.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[riadwaw's solution](#)

930.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[riadwaw's solution](#)

931.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[riadwaw's solution](#)

932.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp, trees

[riadwaw's solution](#)

933.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2015-04-03 · last AC: 2015-04-03 · GNU C++11 (first AC) · Tags: flows, graphs, shortest paths

[riadwaw's solution](#)

934.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2014-11-21 · GNU C++0x (first AC) · Tags: constructive algorithms, math, number theory

[riadwaw's solution](#)

935.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,341 global accepts · Rating: 2300 · first AC: 2014-01-20 · Java 7 (first AC) · Tags: dp

[riadwaw's solution](#)

936.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2013-06-14 · Java 7 (first AC) · Tags: dp, games

[riadwaw's solution](#)

937.

316F2

[Suns and Rays](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

938.

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2013-02-28 · GNU C++0x (first AC) · Tags: constructive algorithms, geometry

[riadwaw's solution](#)

939.

213D

[Stars](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: constructive algorithms, geometry

[riadwaw's solution](#)

940.

89B

[Widget Library](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: dp, expression parsing, graphs, implementation

[riadwaw's solution](#)

941.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2011-05-20 · MS C++ (first AC) · Tags: binary search, brute force, data structures, implementation

[riadwaw's solution](#)

942.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[riadwaw's solution](#)

943.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math,

number theory

[riadwaw's solution](#)

944.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[riadwaw's solution](#)

945.

1441B

[Graph Transpositions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[riadwaw's solution](#)

946.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[riadwaw's solution](#)

947.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[riadwaw's solution](#)

948.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[riadwaw's solution](#)

949.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[riadwaw's solution](#)

950.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[riadwaw's solution](#)

951.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[riadwaw's solution](#)

952.

1210D

[Konrad and Company Evaluation](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2400 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[riadwaw's solution](#)

953.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[riadwaw's solution](#)

954.

1074D

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

Rating: 2400 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, hashing

[riadwaw's solution](#)

955.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[riadwaw's solution](#)

956.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[riadwaw's solution](#)

957.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[riadwaw's solution](#)

958.

913E

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

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[riadwaw's solution](#)

959.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[riadwaw's solution](#)

960.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, probabilities

[riadwaw's solution](#)

961.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[riadwaw's solution](#)

962.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-13 · last AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing

[riadwaw's solution](#)

963.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[riadwaw's solution](#)

964.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[riadwaw's solution](#)

965.

744C

[Hongcow Buys a Deck of Cards](#) · Tutorial

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[riadwaw's solution](#)

966.

695A

[LRU](#) · Tutorial

Rating: 2400 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[riadwaw's solution](#)

967.

679C

[Bear and Square Grid](#) · Tutorial

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[riadwaw's solution](#)

968.

643C

[Levels and Regions](#) · Tutorial

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp

[riadwaw's solution](#)

969.

641D

[Little Artem and Random Variable](#) · Tutorial

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-04-24 · last AC: 2016-04-25 · GNU C++11 (first AC) · Tags: dp, implementation, math, probabilities

[riadwaw's solution](#)

970.

662A

[Gambling Nim](#) · Tutorial

Quality: 590 global accepts · Rating: 2400 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: bitmasks, math, matrices, probabilities

[riadwaw's solution](#)

971.

639D

[Bear and Contribution](#) · Tutorial

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, two pointers

[riadwaw's solution](#)

972.

633E

[Startup Funding](#) · Tutorial

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[riadwaw's solution](#)

973.

626E

[Simple Skewness](#) · Tutorial

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · last AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[riadwaw's solution](#)

974.

605C

[Freelancer's Dreams](#) · Tutorial

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: geometry

[riadwaw's solution](#)

975.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[riadwaw's solution](#)

976.

541A

[Place Your Ad Here](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

977.

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

978.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dp, implementation

[riadwaw's solution](#)

979.

524E

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

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings

[riadwaw's solution](#)

980.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dfs and similar

[riadwaw's solution](#)

981.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-24 · last AC: 2014-12-24 · GNU C++0x (first AC) · Tags: dp, probabilities, two pointers

[riadwaw's solution](#)

982.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: data structures, dp, number theory

[riadwaw's solution](#)

983.

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2013-02-28 · GNU C++0x (first AC) · Tags: games, implementation

[riadwaw's solution](#)

984.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[riadwaw's solution](#)

985.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[riadwaw's solution](#)

986.

1310B

[Double Elimination](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[riadwaw's solution](#)

987.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[riadwaw's solution](#)

988.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[riadwaw's solution](#)

989.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[riadwaw's solution](#)

990.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[riadwaw's solution](#)

991.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: trees

[riadwaw's solution](#)

992.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[riadwaw's solution](#)

993.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · last AC: 2017-05-04 · GNU C++11 (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[riadwaw's solution](#)

994.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dp

[riadwaw's solution](#)

995.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[riadwaw's solution](#)

996.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[riadwaw's solution](#)

997.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[riadwaw's solution](#)

998.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[riadwaw's solution](#)

999.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-01-29 · last AC: 2016-01-29 · GNU C++11 (first AC) · Tags: data structures, geometry

[riadwaw's solution](#)

1000.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[riadwaw's solution](#)

1001.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[riadwaw's solution](#)

1002.

594B

[Max and Bike](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: binary search, geometry

[riadwaw's solution](#)

1003.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: bitmasks, dp

[riadwaw's solution](#)

1004.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: bitmasks, brute force, fft

[riadwaw's solution](#)

1005.

504C

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

Rating: 2500 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: implementation, math

[riadwaw's solution](#)

1006.

351C

[Jeff and Brackets](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2500 · first AC: 2013-10-04 · GNU C++0x (first AC) · Tags: dp, matrices

[riadwaw's solution](#)

1007.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2013-07-27 · GNU C++0x (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[riadwaw's solution](#)

1008.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: combinatorics, graphs

[riadwaw's solution](#)

1009.

135D

[Cycle](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 2500 · first AC: 2011-12-11 · Java 6 (first AC) · Tags: brute force, dfs and similar, implementation

[riadwaw's solution](#)

1010.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[riadwaw's solution](#)

1011.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · last AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[riadwaw's solution](#)

1012.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[riadwaw's solution](#)

1013.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[riadwaw's solution](#)

1014.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[riadwaw's solution](#)

1015.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[riadwaw's solution](#)

1016.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[riadwaw's solution](#)

1017.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[riadwaw's solution](#)

1018.

966D

[Aztec Catacombs](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[riadwaw's solution](#)

1019.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[riadwaw's solution](#)

1020.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices
[riadwaw's solution](#)

1021.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees
[riadwaw's solution](#)

1022.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2016-07-23 · last AC: 2016-07-23 · GNU C++11 (first AC) · Tags: brute force, geometry, math
[riadwaw's solution](#)

1023.

634E

[Preorder Test](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy
[riadwaw's solution](#)

1024.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,385 global accepts · Rating: 2600 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[riadwaw's solution](#)

1025.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[riadwaw's solution](#)

1026.

541D

[Superhero's Job](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —
[riadwaw's solution](#)

1027.

541E

[Playing on Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1028.

528C

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

Rating: 2600 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs

[riadwaw's solution](#)

1029.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures

[riadwaw's solution](#)

1030.

249E

[Endless Matrix](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2600 · first AC: 2012-11-25 · Java 7 (first AC) · Tags: math

[riadwaw's solution](#)

1031.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[riadwaw's solution](#)

1032.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[riadwaw's solution](#)

1033.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2018-10-20 · last AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[riadwaw's solution](#)

1034.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[riadwaw's solution](#)

1035.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[riadwaw's solution](#)

1036.

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[riadwaw's solution](#)

1037.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees

[riadwaw's solution](#)

1038.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[riadwaw's solution](#)

1039.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: dp, matrices

[riadwaw's solution](#)

1040.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, dp, trees

[riadwaw's solution](#)

1041.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: dfs and similar

[riadwaw's solution](#)

1042.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2014-08-10 · last AC: 2014-08-10 · GNU C++0x (first AC) · Tags: data structures

[riadwaw's solution](#)

1043.

913F

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

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-01-13 · last AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities

[riadwaw's solution](#)

1044.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[riadwaw's solution](#)

1045.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[riadwaw's solution](#)

1046.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[riadwaw's solution](#)

1047.

695D

[Cron](#) · [Tutorial](#)

Rating: 2800 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1048.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[riadwaw's solution](#)

1049.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[riadwaw's solution](#)

1050.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[riadwaw's solution](#)

1051.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[riadwaw's solution](#)

1052.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: bitmasks, data structures, fft

[riadwaw's solution](#)

1053.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: strings, trees

[riadwaw's solution](#)

1054.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[riadwaw's solution](#)

1055.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[riadwaw's solution](#)

1056.

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[riadwaw's solution](#)

1057.

643D

[Bearish Fanpages](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1058.

641F

[Little Artem and 2-SAT](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 3000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1059.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2015-10-03 · last AC: 2015-10-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, expression parsing

[riadwaw's solution](#)

1060.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[riadwaw's solution](#)

1061.

695E

[Huffman Coding on Segment](#) · [Tutorial](#)

Rating: 3100 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: data structures

[riadwaw's solution](#)

1062.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: games

[riadwaw's solution](#)

1063.

1531E3

[Binary Search](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-29 · last AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search

[riadwaw's solution](#)

1064.

1531E1

[Binary Search](#) · [Tutorial](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: *special

[riadwaw's solution](#)

1065.

1531E2

[Binary Search](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[riadwaw's solution](#)

1066.

1531C

[Binary Search](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dp

[riadwaw's solution](#)

1067.

1531B1

[Binary Search](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: *special

[riadwaw's solution](#)

1068.

1531B2

[Binary Search](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: *special

[riadwaw's solution](#)

1069.

1531A

[At8C03CT@|color](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[riadwaw's solution](#)

1070.

1531D

[B 5CD0C#B0ja@D45CÂ C,,=C45D Â 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: *special

[riadwaw's solution](#)

1071.

1275E2

[A#CÔBD >C`LCÔ0Dò AD4<CÄ0](#)

Quality: 138 global accepts · Rating: — · first AC: 2019-12-16 · PHP (first AC) · Tags: *special

[riadwaw's solution](#)

1072.

1275E1

[A#CÔBD >C`LCÔ0Dò AD4<CÄ0](#)

Quality: 265 global accepts · Rating: — · first AC: 2019-12-16 · last AC: 2019-12-16 · PHP (first AC) · Tags: *special

[riadwaw's solution](#)

1073.

1275D

[Storage2 · Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[riadwaw's solution](#)

1074.

1275C

[#define At0CD0D0aB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[riadwaw's solution](#)

1075.

1275B

[Code Review · Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[riadwaw's solution](#)

1076.

1275A

[B 3DK\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[riadwaw's solution](#)

1077.

100239E

[A\\$00#FC,,=C FC,,0](#)

Rating: — · first AC: 2015-08-02 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1078.

100239A

[B\\$5DraCT=C,,5](#)

Rating: — · first AC: 2015-08-02 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1079.

100239C

[A KD BD 0DòÔ?D 5C KD BD 0Dò ACä@D\\$8D >C\\$:C](#)

Rating: — · first AC: 2015-08-02 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1080.

100239B

[A 5C>DriaCT6C#0 C, â 3CÔ>CÄ>C](#)

Rating: — · first AC: 2015-08-02 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1081.

100075D

[Aä@Cä](#)

Rating: — · first AC: 2015-07-18 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1082.

100075B

[B\\$@Cä;C,,0CÔFD°](#)

Rating: — · first AC: 2015-07-18 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1083.

100075C

[Aö@CäFCTAD >D](#)

Rating: — · first AC: 2015-07-18 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1084.

100075A

[A;Dö@CöBC,,FD°](#)

Rating: — · first AC: 2015-07-18 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1085.

100501C

[A;0000:0 Cä @Dä:Ct0C#5](#)

Rating: — · first AC: 2015-07-18 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1086.

100501D

[A;@C@0CÔ8Ct0Dd8Dò ACTBC€](#)

Rating: — · first AC: 2015-07-18 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1087.

100501A

[A;@C@0](#)

Rating: — · first AC: 2015-07-18 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1088.

100703H

[A lot of work · Tutorial](#)

Rating: — · first AC: 2015-07-12 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1089.

100703E

[Dragons in sleeping · Tutorial](#)

Rating: — · first AC: 2015-07-12 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1090.

100703C

[Aerotaxi · Tutorial](#)

Rating: — · first AC: 2015-07-12 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1091.

100703J

[A lot of time · Tutorial](#)

Rating: — · first AC: 2015-07-12 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1092.

100703A

[Tea-drinking](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-12 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1093.

100703F

[Game of words](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-12 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1094.

100703G

[Game of numbers](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-12 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1095.

100703K

[Word order](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-12 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1096.

100703I

[Endeavor for perfection](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-12 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1097.

100703B

[Energy Saving](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-12 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1098.

100703L

[Many questions](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-12 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1099.

100703M

[It's complicated](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-12 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1100.

100057E

[A T D O r C D 6 C a =](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1101.

100057D

[A T O D T B C \\$ O D \\$ > D](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1102.

100057C

[B U C n i o , , 5 C O 8 D o B C 1 C ` 8 D d K](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1103.

100057A

[A5D5C\\$>CB 2D 5CÄ5CÔ8](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1104.

100057B

[Aä1D0D\\$=C O Ct0CD0Dt0 Câ GCT@CT?C HC#5](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1105.

100249A

[B.CCÄ#C =C >D\\$@CT7C#5](#)

Rating: — · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: —

[riadwaw's solution](#)

1106.

100537I

[AD5Di5C\\$>](#)

Rating: — · first AC: 2014-11-29 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1107.

100537B

[B.B0t;E 0Cb A C#C,,3C <C€](#)

Rating: — · first AC: 2014-11-29 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1108.

100537H

[A.,3D0iD > D BD >C#>C•](#)

Rating: — · first AC: 2014-11-29 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1109.

100537E

[BD>0Ä0C, 7C =C,,<C BCT;DÄ=C O CÄ0D\\$5CÄ0D\\$8C#0](#)

Rating: — · first AC: 2014-11-29 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1110.

100537F

[AD8CÄ0D 8 C#>CÖAD\\$@D4:D\\$>D](#)

Rating: — · first AC: 2014-11-29 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1111.

100537D

[B4@Cä! DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2014-11-29 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1112.

100537G

[Aö#D1CCT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2014-11-29 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1113.

100537C

[BT#0i1C€](#)

Rating: — · first AC: 2014-11-29 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1114.

100537A

[ASCII Art](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-29 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1115.

100085J

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · Java 7 (first AC) · Tags: —

[riadwaw's solution](#)

1116.

100085I

[Interactive Permutation Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1117.

100085C

[Caption](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1118.

100085D

[Dictionary Size](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1119.

100085G

[GCD Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1120.

100085E

[Eve](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1121.

100085K

[Kingdom Roadmap](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1122.

100085B

[Binary Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1123.

100085A

[ASCII Area](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1124.

100484D

[Computer Dialogue](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1125.

100484H

[Advertisement](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1126.

100484G

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1127.

100484I

[Random Route](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1128.

100484E

[Lock Manager](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1129.

100484C

[Expression](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1130.

100484L

[Cow Acrobats](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1131.

100484F

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1132.

100484K

[Completion](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1133.

100484A

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1134.

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1135.

100307I

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

Rating: — · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1136.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1137.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1138.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1139.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1140.

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —

[riadwaw's solution](#)

1141.

100128E

[A45C05D 0C² D 8C\\$CD](#)

Rating: — · first AC: 2014-04-05 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1142.

100128G

[B 30äDÄ7C=8C' ?D4BDÀ](#)

Rating: — · first AC: 2014-04-05 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1143.

100128A

[A5D0BC,,=](#)

Rating: — · first AC: 2014-04-05 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1144.

100128F

[A00D0CB ?Cä1CT4D°](#)

Rating: — · first AC: 2014-04-05 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1145.

100128D

[A00D0a!](#)

Rating: — · first AC: 2014-04-05 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1146.

100128C

[A5C0@ C AC=0 Ct0C >D 0](#)

Rating: — · first AC: 2014-04-05 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1147.

100128B

[B :00CB! C 8-A\\$0CÔ0 A=5CÔ>C 8](#)

Rating: — · first AC: 2014-04-05 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1148.

100128H

[A\\$5CÔa :C`>CÔ>C](#)

Rating: — · first AC: 2014-04-05 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1149.

100128I

[B 7C,GD 0C”BCT@ A”>CDK](#)

Rating: — · first AC: 2014-04-05 · GNU C++0x (first AC) · Tags: —

[riadwaw's solution](#)

1150.

100035A

[AD@012CÔ8CR FC,,2C,,;C,,7C FC,,8](#)

Rating: — · first AC: 2012-04-22 · last AC: 2012-04-22 · Java 7 (first AC) · Tags: —

[riadwaw's solution](#)

1151.

100035E

[B470ia Cä2C=0](#)

Rating: — · first AC: 2012-04-22 · last AC: 2012-04-22 · Java 7 (first AC) · Tags: —

[riadwaw's solution](#)

1152.

100035B

[AD@Ca1DÀ](#)

Rating: — · first AC: 2012-04-22 · Java 7 (first AC) · Tags: —

[riadwaw's solution](#)

1153.

100035H

[B\\$5Dria C,,=C ;](#)

Rating: — · first AC: 2012-04-22 · Java 7 (first AC) · Tags: —

[riadwaw's solution](#)

1154.

100035I

[B-50tAD² 2Cä 2D 5CÄ5CÔ8](#)

Rating: — · first AC: 2012-04-22 · Java 7 (first AC) · Tags: —

[riadwaw's solution](#)

1155.

100035F

[AÄ0CÔE BD\\$0CÔAC=8C' ?Cä;C,,FCT9D :C,,9](#)

Rating: — · first AC: 2012-04-22 · Java 7 (first AC) · Tags: —

[riadwaw's solution](#)