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Unique solved — sasasagagaga

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

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

Filters: none

Count: 625

1.

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,642 global accepts · Rating: 800 · first AC: 2023-02-03 · PyPy 3-64 (first AC) · Tags: [implementation](#), [strings](#)

[sasasagagaga's solution](#)

2.

1626A

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

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-21 · PyPy 3 (first AC) · Tags: [constructive algorithms](#), [sortings](#)

[sasasagagaga's solution](#)

3.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [math](#)

[sasasagagaga's solution](#)

4.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,132 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)

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5.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: [bitmasks](#), [constructive algorithms](#), [dp](#), [greedy](#)

[sasasagagaga's solution](#)

6.

1566A

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

Quality: 25,377 global accepts · Rating: 800 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: [binary search](#), [greedy](#), [math](#)

[sasasagagaga's solution](#)

7.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 800 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: [dfs and similar](#), [dp](#), [flows](#), [graph matchings](#), [graphs](#), [greedy](#), [implementation](#)

[sasasagagaga's solution](#)

8.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,567 global accepts · Rating: 800 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: [math](#), [number theory](#)

[sasasagagaga's solution](#)

9.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: [sortings](#), [strings](#)

[sasasagagaga's solution](#)

10.

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,327 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[sasasagagaga's solution](#)

11.

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,365 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sasasagagaga's solution](#)

12.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,193 global accepts · Rating: 800 · first AC: 2020-07-15 · Scala (first AC) · Tags: math
[sasasagagaga's solution](#)

13.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-01-12 · PyPy 3 (first AC) · Tags: math
[sasasagagaga's solution](#)

14.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · PyPy 3 (first AC) · Tags: implementation, strings
[sasasagagaga's solution](#)

15.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2020-01-03 · PyPy 3 (first AC) · Tags: games, greedy, math
[sasasagagaga's solution](#)

16.

1102A

[Integer Sequence Dividing](#) · [Tutorial](#)

Quality: 26,616 global accepts · Rating: 800 · first AC: 2019-01-12 · PyPy 3 (first AC) · Tags: math
[sasasagagaga's solution](#)

17.

1097A

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

Quality: 43,813 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[sasasagagaga's solution](#)

18.

1085A

[Right-Left Cipher](#) · [Tutorial](#)

Quality: 12,697 global accepts · Rating: 800 · first AC: 2018-12-25 · PyPy 3 (first AC) · Tags: implementation, strings
[sasasagagaga's solution](#)

19.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2018-12-18 · PyPy 3 (first AC) · Tags: sortings
[sasasagagaga's solution](#)

20.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2018-12-18 · PyPy 3 (first AC) · Tags: implementation
[sasasagagaga's solution](#)

21.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-27 · PyPy 3 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

22.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2018-11-01 · PyPy 3 (first AC) · Tags: implementation, math

[sasasagagaga's solution](#)

23.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-19 · PyPy 3 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

24.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-07-22 · PyPy 2 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

25.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2018-07-21 · PyPy 2 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

26.

1005A

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

Quality: 27,512 global accepts · Rating: 800 · first AC: 2018-07-11 · PyPy 2 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

27.

467A

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

Quality: 155,973 global accepts · Rating: 800 · first AC: 2014-09-18 · last AC: 2018-07-04 · GNU C++ (first AC) · Tags: implementation

[sasasagagaga's solution](#)

28.

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,986 global accepts · Rating: 800 · first AC: 2018-07-04 · last AC: 2018-07-04 · PyPy 2 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

29.

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · last AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[sasasagagaga's solution](#)

30.

472A

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

Quality: 70,784 global accepts · Rating: 800 · first AC: 2014-09-28 · last AC: 2018-06-24 · GNU C++ (first AC) · Tags: math, number theory

[sasasagagaga's solution](#)

31.

999A

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

Quality: 25,329 global accepts · Rating: 800 · first AC: 2018-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[sasasagagaga's solution](#)

32.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,317 global accepts · Rating: 800 · first AC: 2018-06-19 · PyPy 2 (first AC) · Tags: implementation, sortings
[sasasagagaga's solution](#)

33.

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,504 global accepts · Rating: 800 · first AC: 2018-06-17 · PyPy 2 (first AC) · Tags: implementation
[sasasagagaga's solution](#)

34.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2018-06-01 · Python 2 (first AC) · Tags: brute force, implementation
[sasasagagaga's solution](#)

35.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-25 · Python 2 (first AC) · Tags: math
[sasasagagaga's solution](#)

36.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,676 global accepts · Rating: 800 · first AC: 2018-04-03 · Python 2 (first AC) · Tags: games, math
[sasasagagaga's solution](#)

37.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,977 global accepts · Rating: 800 · first AC: 2018-04-01 · Python 2 (first AC) · Tags: *special, math
[sasasagagaga's solution](#)

38.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2018-03-06 · last AC: 2018-03-06 · Python 2 (first AC) · Tags: greedy
[sasasagagaga's solution](#)

39.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-03-03 · Python 2 (first AC) · Tags: implementation, sortings
[sasasagagaga's solution](#)

40.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,238 global accepts · Rating: 800 · first AC: 2018-02-25 · Python 2 (first AC) · Tags: brute force, implementation
[sasasagagaga's solution](#)

41.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[sasasagagaga's solution](#)

42.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · last AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[sasasagagaga's solution](#)

43.

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[sasasagagaga's solution](#)

44.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,091 global accepts · Rating: 800 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[sasasagagaga's solution](#)

45.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math
[sasasagagaga's solution](#)

46.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[sasasagagaga's solution](#)

47.

822A

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

Quality: 36,813 global accepts · Rating: 800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[sasasagagaga's solution](#)

48.

818A

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

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[sasasagagaga's solution](#)

49.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,430 global accepts · Rating: 800 · first AC: 2017-05-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings
[sasasagagaga's solution](#)

50.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 800 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[sasasagagaga's solution](#)

51.

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, sortings
[sasasagagaga's solution](#)

52.

750A

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

Quality: 92,567 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math
[sasasagagaga's solution](#)

53.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,384 global accepts · Rating: 800 · first AC: 2016-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[sasasagagaga's solution](#)

54.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,099 global accepts · Rating: 800 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[sasasagagaga's solution](#)

55.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[sasasagagaga's solution](#)

56.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,733 global accepts · Rating: 800 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[sasasagagaga's solution](#)

57.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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58.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

59.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: implementation, math

[sasasagagaga's solution](#)

60.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[sasasagagaga's solution](#)

61.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

62.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,795 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

63.

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: math

[sasasagagaga's solution](#)

64.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[sasasagagaga's solution](#)

65.

705A

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Quality: 132,126 global accepts · Rating: 800 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

66.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,597 global accepts · Rating: 800 · first AC: 2016-08-05 · Java 8 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

67.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,423 global accepts · Rating: 800 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[sasasagagaga's solution](#)

68.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: implementation

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69.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 800 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[sasasagagaga's solution](#)

70.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,677 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

71.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,679 global accepts · Rating: 800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

72.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 800 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

73.

647A

[AññC=8 A\\$0D 8](#)

Rating: 800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

74.

648B

[B > C D 8 D BCä;](#)

Quality: 2,157 global accepts · Rating: 800 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[sasasagagaga's solution](#)

75.

646A

[B\\$0Cä 1 D 0D\\$0](#)

Rating: 800 · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

76.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,431 global accepts · Rating: 800 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[sasasagagaga's solution](#)

77.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

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78.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-12 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math

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79.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,594 global accepts · Rating: 900 · first AC: 2020-07-15 · Scala (first AC) · Tags: math

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80.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,685 global accepts · Rating: 900 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

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81.

1295A

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

Quality: 24,151 global accepts · Rating: 900 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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82.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,362 global accepts · Rating: 900 · first AC: 2018-07-17 · PyPy 2 (first AC) · Tags: implementation, strings

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83.

1005B

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

Quality: 27,389 global accepts · Rating: 900 · first AC: 2018-07-11 · PyPy 2 (first AC) · Tags: brute force, implementation, strings

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84.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · PyPy 2 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

85.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[sasasagagaga's solution](#)

86.

999B

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

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sasasagagaga's solution](#)

87.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-05-28 · last AC: 2018-05-28 · Python 2 (first AC) · Tags: brute force, implementation, strings

[sasasagagaga's solution](#)

88.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2018-04-13 · Python 2 (first AC) · Tags: implementation

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89.

935B

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

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-25 · Python 2 (first AC) · Tags: implementation

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90.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[sasasagagaga's solution](#)

91.

913A

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

Quality: 24,180 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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92.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[sasasagagaga's solution](#)

93.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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94.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[sasasagagaga's solution](#)

95.

814A

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

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[sasasagagaga's solution](#)

96.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 900 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[sasasagagaga's solution](#)

97.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[sasasagagaga's solution](#)

98.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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99.

768A

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

Quality: 30,845 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[sasasagagaga's solution](#)

100.

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

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101.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,892 global accepts · Rating: 900 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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102.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,969 global accepts · Rating: 900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: implementation

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103.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,345 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[sasasagagaga's solution](#)

104.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,635 global accepts · Rating: 900 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[sasasagagaga's solution](#)

105.

648A

[A00011Cä;DÄHC,,9 Cö>CDJCT<](#)

Quality: 1,056 global accepts · Rating: 900 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[sasasagagaga's solution](#)

106.

621A

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

Quality: 22,679 global accepts · Rating: 900 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

107.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[sasasagagaga's solution](#)

108.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2015-08-22 · GNU C++ (first AC) · Tags: sortings

[sasasagagaga's solution](#)

109.

554A

[Kyoya and Photobooks](#) · [Tutorial](#)

Quality: 14,492 global accepts · Rating: 900 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: brute force, math, strings

[sasasagagaga's solution](#)

110.

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[sasasagagaga's solution](#)

111.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[sasasagagaga's solution](#)

112.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,948 global accepts · Rating: 1000 · first AC: 2020-09-10 · Scala (first AC) · Tags: greedy, strings

[sasasagagaga's solution](#)

113.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[sasasagagaga's solution](#)

114.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2019-01-14 · PyPy 3 (first AC) · Tags: math

[sasasagagaga's solution](#)

115.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-21 · PyPy 3 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

116.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-17 · PyPy 2 (first AC) · Tags: greedy, sortings

[sasasagagaga's solution](#)

117.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-07-03 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation

[sasasagagaga's solution](#)

118.

991A

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

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sasasagagaga's solution](#)

119.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-14 · PyPy 2 (first AC) · Tags: implementation, math

[sasasagagaga's solution](#)

120.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[sasasagagaga's solution](#)

121.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[sasasagagaga's solution](#)

122.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[sasasagagaga's solution](#)

123.

339B

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

Quality: 81,388 global accepts · Rating: 1000 · first AC: 2017-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[sasasagagaga's solution](#)

124.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[sasasagagaga's solution](#)

125.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,762 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[sasasagagaga's solution](#)

126.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[sasasagagaga's solution](#)

127.

779A

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

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[sasasagagaga's solution](#)

128.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[sasasagagaga's solution](#)

129.

766B

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

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2017-02-07 · last AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[sasasagagaga's solution](#)

130.

766A

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

Quality: 34,549 global accepts · Rating: 1000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[sasasagagaga's solution](#)

131.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[sasasagagaga's solution](#)

132.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,302 global accepts · Rating: 1000 · first AC: 2016-12-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[sasasagagaga's solution](#)

133.

669B

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

Rating: 1000 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

134.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,860 global accepts · Rating: 1000 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

135.

680B

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

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[sasasagagaga's solution](#)

136.

672B

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

Quality: 18,534 global accepts · Rating: 1000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[sasasagagaga's solution](#)

137.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

138.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,833 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: implementation, math

[sasasagagaga's solution](#)

139.

649A

[A: NO 80Ä KCR GC,,AC`0 Aô>C`8C#0D ?C](#)

Quality: 1,618 global accepts · Rating: 1000 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[sasasagagaga's solution](#)

140.

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
[sasasagagaga's solution](#)

141.

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

[sasasagagaga's solution](#)

142.

584A

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

Quality: 52,619 global accepts · Rating: 1000 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: math

[sasasagagaga's solution](#)

143.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 1000 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: bitmasks

[sasasagagaga's solution](#)

144.

577A

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

Quality: 45,289 global accepts · Rating: 1000 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: implementation, number theory

[sasasagagaga's solution](#)

145.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-21 · PyPy 3 (first AC) · Tags: greedy, strings

[sasasagagaga's solution](#)

146.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[sasasagagaga's solution](#)

147.

1288B

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

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2020-01-19 · PyPy 3 (first AC) · Tags: math

[sasasagagaga's solution](#)

148.

1085B

[Div Times Mod](#) · [Tutorial](#)

Quality: 10,086 global accepts · Rating: 1100 · first AC: 2018-12-25 · PyPy 3 (first AC) · Tags: math

[sasasagagaga's solution](#)

149.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-11-05 · GNU C++11 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

150.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: 1100 · first AC: 2018-09-26 · last AC: 2018-09-27 · PyPy 2 (first AC) · Tags: greedy, implementation

[sasasagagaga's solution](#)

151.

596A

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

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2018-09-26 · PyPy 2 (first AC) · Tags: geometry, implementation

[sasasagagaga's solution](#)

152.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-06-17 · PyPy 2 (first AC) · Tags: math

[sasasagagaga's solution](#)

153.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2018-06-01 · Python 2 (first AC) · Tags: sortings, strings

[sasasagagaga's solution](#)

154.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · Python 2 (first AC) · Tags: math, number theory

[sasasagagaga's solution](#)

155.

938B

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

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

[sasasagagaga's solution](#)

156.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[sasasagagaga's solution](#)

157.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[sasasagagaga's solution](#)

158.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[sasasagagaga's solution](#)

159.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,189 global accepts · Rating: 1100 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[sasasagagaga's solution](#)

160.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[sasasagagaga's solution](#)

161.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[sasasagagaga's solution](#)

162.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[sasasagagaga's solution](#)

163.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[sasasagagaga's solution](#)

164.

789A

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

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[sasasagagaga's solution](#)

165.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 1100 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[sasasagagaga's solution](#)

166.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[sasasagagaga's solution](#)

167.

467B

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

Quality: 42,861 global accepts · Rating: 1100 · first AC: 2016-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[sasasagagaga's solution](#)

168.

723B

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

Quality: 10,857 global accepts · Rating: 1100 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings

[sasasagagaga's solution](#)

169.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings, strings

[sasasagagaga's solution](#)

170.

719A

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[sasasagagaga's solution](#)

171.

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: implementation, strings

[sasasagagaga's solution](#)

172.

706B

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

Quality: 84,482 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[sasasagagaga's solution](#)

173.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: games, math

[sasasagagaga's solution](#)

174.

686B

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

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings

[sasasagagaga's solution](#)

175.

682A

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

Quality: 23,995 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[sasasagagaga's solution](#)

176.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: math

[sasasagagaga's solution](#)

177.

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[sasasagagaga's solution](#)

178.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: geometry, math

[sasasagagaga's solution](#)

179.

648C

[A<00\\$1 B >C >D\\$0](#)

Quality: 1,352 global accepts · Rating: 1100 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[sasasagagaga's solution](#)

180.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[sasasagagaga's solution](#)

181.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-04-11 · last AC: 2025-04-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[sasasagagaga's solution](#)

182.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[sasasagagaga's solution](#)

183.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[sasasagagaga's solution](#)

184.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-12 · PyPy 3 (first AC) · Tags: games
[sasasagagaga's solution](#)

185.

1097B

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

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[sasasagagaga's solution](#)

186.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-11-01 · PyPy 3 (first AC) · Tags: implementation
[sasasagagaga's solution](#)

187.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-09-01 · PyPy 2 (first AC) · Tags: constructive algorithms, math
[sasasagagaga's solution](#)

188.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2018-08-26 · PyPy 2 (first AC) · Tags: dp, greedy, math
[sasasagagaga's solution](#)

189.

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,656 global accepts · Rating: 1200 · first AC: 2018-07-21 · PyPy 2 (first AC) · Tags: greedy, implementation, sortings
[sasasagagaga's solution](#)

190.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,364 global accepts · Rating: 1200 · first AC: 2018-07-21 · PyPy 2 (first AC) · Tags: binary search, data structures, two pointers
[sasasagagaga's solution](#)

191.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,413 global accepts · Rating: 1200 · first AC: 2018-07-03 · PyPy 2 (first AC) · Tags: dp, greedy, sortings
[sasasagagaga's solution](#)

192.

811B

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

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2018-06-26 · PyPy 2 (first AC) · Tags: implementation, sortings
[sasasagagaga's solution](#)

193.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2018-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sasasagagaga's solution](#)

194.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-14 · PyPy 2 (first AC) · Tags: greedy, sortings

[sasasagagaga's solution](#)

195.

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, implementation

[sasasagagaga's solution](#)

196.

928A

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

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

[sasasagagaga's solution](#)

197.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[sasasagagaga's solution](#)

198.

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

[sasasagagaga's solution](#)

199.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[sasasagagaga's solution](#)

200.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[sasasagagaga's solution](#)

201.

171A

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

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms

[sasasagagaga's solution](#)

202.

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, two pointers

[sasasagagaga's solution](#)

203.

779C

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

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[sasasagagaga's solution](#)

204.

765C

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

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[sasasagagaga's solution](#)

205.

749B

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

Quality: 8,934 global accepts · Rating: 1200 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[sasasagagaga's solution](#)

206.

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

[sasasagagaga's solution](#)

207.

709C

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

Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, strings

[sasasagagaga's solution](#)

208.

701B

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

Quality: 12,550 global accepts · Rating: 1200 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: data structures, math

[sasasagagaga's solution](#)

209.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: sortings

[sasasagagaga's solution](#)

210.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,961 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[sasasagagaga's solution](#)

211.

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

[sasasagagaga's solution](#)

212.

647B

[A2E7GD=Cä5 CÔ5C >](#)

Rating: 1200 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

213.

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

[sasasagagaga's solution](#)

214.

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

[sasasagagaga's solution](#)

215.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: brute force, implementation

[sasasagagaga's solution](#)

216.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,860 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[sasasagagaga's solution](#)

217.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

218.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,865 global accepts · Rating: 1200 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: brute force, greedy, strings

[sasasagagaga's solution](#)

219.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1300 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[sasasagagaga's solution](#)

220.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-14 · PyPy 3 (first AC) · Tags: greedy, implementation

[sasasagagaga's solution](#)

221.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2018-11-05 · GNU C++11 (first AC) · Tags: greedy

[sasasagagaga's solution](#)

222.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2018-08-25 · PyPy 2 (first AC) · Tags: implementation, strings

[sasasagagaga's solution](#)

223.

1008C

[Reorder the Array](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-07-17 · PyPy 2 (first AC) · Tags: combinatorics, math

[sasasagagaga's solution](#)

224.

1007A

[Reorder the Array](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · PyPy 2 (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[sasasagagaga's solution](#)

225.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2018-07-11 · PyPy 2 (first AC) · Tags: brute force, greedy, implementation

[sasasagagaga's solution](#)

226.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[sasasagagaga's solution](#)

227.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2018-07-04 · PyPy 2 (first AC) · Tags: brute force, implementation, math

[sasasagagaga's solution](#)

228.

1003B

[Binary String Constructing](#) · [Tutorial](#)

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2018-07-04 · PyPy 2 (first AC) · Tags: constructive algorithms

[sasasagagaga's solution](#)

229.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2018-06-24 · PyPy 2 (first AC) · Tags: —

[sasasagagaga's solution](#)

230.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sasasagagaga's solution](#)

231.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,998 global accepts · Rating: 1300 · first AC: 2018-03-25 · Python 2 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

232.

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2018-03-17 · Python 2 (first AC) · Tags: implementation, math

[sasasagagaga's solution](#)

233.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-07 · Python 2 (first AC) · Tags: greedy, strings

[sasasagagaga's solution](#)

234.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[sasasagagaga's solution](#)

235.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[sasasagagaga's solution](#)

236.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[sasasagagaga's solution](#)

237.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[sasasagagaga's solution](#)

238.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[sasasagagaga's solution](#)

239.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[sasasagagaga's solution](#)

240.

841C

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

Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[sasasagagaga's solution](#)

241.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1300 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[sasasagagaga's solution](#)

242.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force

[sasasagagaga's solution](#)

243.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics

[sasasagagaga's solution](#)

244.

770B

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

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, math

[sasasagagaga's solution](#)

245.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[sasasagagaga's solution](#)

246.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[sasasagagaga's solution](#)

247.

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

[sasasagagaga's solution](#)

248.

716B

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

Quality: 13,005 global accepts · Rating: 1300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: greedy, two pointers

[sasasagagaga's solution](#)

249.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: graphs

[sasasagagaga's solution](#)

250.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: brute force

[sasasagagaga's solution](#)

251.

673B

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

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: greedy, implementation

[sasasagagaga's solution](#)

252.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation, sortings

[sasasagagaga's solution](#)

253.

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[sasasagagaga's solution](#)

254.

621B

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

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, implementation

[sasasagagaga's solution](#)

255.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[sasasagagaga's solution](#)

256.

579B

[Finding Team Member](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 1300 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[sasasagagaga's solution](#)

257.

572B

[Order Book](#) · [Tutorial](#)

Quality: 8,221 global accepts · Rating: 1300 · first AC: 2015-08-22 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings

[sasasagagaga's solution](#)

258.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: games, greedy, math, sortings

[sasasagagaga's solution](#)

259.

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[sasasagagaga's solution](#)

260.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[sasasagagaga's solution](#)

261.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[sasasagagaga's solution](#)

262.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[sasasagagaga's solution](#)

263.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[sasasagagaga's solution](#)

264.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-12 · PyPy 3 (first AC) · Tags: greedy, sortings

[sasasagagaga's solution](#)

265.

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

[sasasagagaga's solution](#)

266.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2018-08-03 · PyPy 2 (first AC) · Tags: greedy, implementation

[sasasagagaga's solution](#)

267.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-08 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation

[sasasagagaga's solution](#)

268.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,295 global accepts · Rating: 1400 · first AC: 2016-01-14 · last AC: 2018-07-01 · GNU C++11 (first AC) · Tags: implementation, math

[sasasagagaga's solution](#)

269.

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2018-06-24 · PyPy 2 (first AC) · Tags: greedy

[sasasagagaga's solution](#)

270.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,062 global accepts · Rating: 1400 · first AC: 2018-06-17 · PyPy 2 (first AC) · Tags: brute force, dp, implementation

[sasasagagaga's solution](#)

271.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-01 · Python 2 (first AC) · Tags: implementation, sortings

[sasasagagaga's solution](#)

272.

937B

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

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-03-03 · Python 2 (first AC) · Tags: brute force, math, number theory

[sasasagagaga's solution](#)

273.

929A

[A@C@iC B C\\$5C`>D 8C65CD>C](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-02 · Python 2 (first AC) · Tags: *special, greedy, implementation

[sasasagagaga's solution](#)

274.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp

[sasasagagaga's solution](#)

275.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[sasasagagaga's solution](#)

276.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[sasasagagaga's solution](#)

277.

844C

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

Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[sasasagagaga's solution](#)

278.

805D

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

Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[sasasagagaga's solution](#)

279.

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[sasasagagaga's solution](#)

280.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,819 global accepts · Rating: 1400 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[sasasagagaga's solution](#)

281.

711B

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

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[sasasagagaga's solution](#)

282.

710B

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

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: brute force, sortings

[sasasagagaga's solution](#)

283.

669C

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

Rating: 1400 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[sasasagagaga's solution](#)

284.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1400 · first AC: 2016-08-05 · Java 8 (first AC) · Tags: implementation, math

[sasasagagaga's solution](#)

285.

680C

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

Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, number theory

[sasasagagaga's solution](#)

286.

677B

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

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation, math

[sasasagagaga's solution](#)

287.

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[sasasagagaga's solution](#)

288.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[sasasagagaga's solution](#)

289.

649B

[BôBC6C€](#)

Quality: 638 global accepts · Rating: 1400 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms

[sasasagagaga's solution](#)

290.

646B

[AâH0,1C=0 C05D 5CD0d8 D >Câ1D''5C08D0](#)

Rating: 1400 · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: *special, strings

[sasasagagaga's solution](#)

291.

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

[sasasagagaga's solution](#)

292.

1515D

[Phoenix and Socks](#) · [Tutorial](#)

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[sasasagagaga's solution](#)

293.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[sasasagagaga's solution](#)

294.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

[sasasagagaga's solution](#)

295.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-21 · PyPy 3 (first AC) · Tags: greedy, strings

[sasasagagaga's solution](#)

296.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-11-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[sasasagagaga's solution](#)

297.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-11-05 · GNU C++11 (first AC) · Tags: greedy

[sasasagagaga's solution](#)

298.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-11-01 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[sasasagagaga's solution](#)

299.

1005D

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

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-07-12 · PyPy 2 (first AC) · Tags: dp, greedy, number theory

[sasasagagaga's solution](#)

300.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · PyPy 2 (first AC) · Tags: brute force, greedy, implementation, math

[sasasagagaga's solution](#)

301.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-01-14 · last AC: 2018-06-30 · PyPy 3 (first AC) · Tags: brute force, implementation

[sasasagagaga's solution](#)

302.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[sasasagagaga's solution](#)

303.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[sasasagagaga's solution](#)

304.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-14 · PyPy 2 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

305.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[sasasagagaga's solution](#)

306.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[sasasagagaga's solution](#)

307.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[sasasagagaga's solution](#)

308.

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[sasasagagaga's solution](#)

309.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,738 global accepts · Rating: 1500 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[sasasagagaga's solution](#)

310.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[sasasagagaga's solution](#)

311.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,563 global accepts · Rating: 1500 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[sasasagagaga's solution](#)

312.

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation
[sasasagagaga's solution](#)

313.

810C

[Do you want a date?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[sasasagagaga's solution](#)

314.

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[sasasagagaga's solution](#)

315.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[sasasagagaga's solution](#)

316.

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, implementation
[sasasagagaga's solution](#)

317.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[sasasagagaga's solution](#)

318.

577C

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

Rating: 1500 · first AC: 2017-01-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory
[sasasagagaga's solution](#)

319.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers
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320.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[sasasagagaga's solution](#)

321.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[sasasagagaga's solution](#)

322.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: math, number theory
[sasasagagaga's solution](#)

323.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,798 global accepts · Rating: 1500 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers

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324.

677C

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Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[sasasagagaga's solution](#)

325.

673C

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

326.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1500 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, implementation

[sasasagagaga's solution](#)

327.

659D

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Quality: 6,710 global accepts · Rating: 1500 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[sasasagagaga's solution](#)

328.

100950C

[A5D10D\\$LD4AC^>C\\$8C•](#)

Rating: 1500 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

329.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: implementation, math

[sasasagagaga's solution](#)

330.

588C

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

Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

331.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: combinatorics

[sasasagagaga's solution](#)

332.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,487 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[sasasagagaga's solution](#)

333.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,932 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[sasasagagaga's solution](#)

334.

1566D2

[Seating Arrangements \(hard version\) · Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[sasasagagaga's solution](#)

335.

1295C

[Obtain The String · Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[sasasagagaga's solution](#)

336.

1288C

[Two Arrays · Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2020-01-19 · PyPy 3 (first AC) · Tags: combinatorics, dp

[sasasagagaga's solution](#)

337.

524A

[A\\$>Cf=CâCÔ>, C\\$K Ct=C 5D\\$5 DÔBC,,E C'NCD5C"ö](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2019-01-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sasasagagaga's solution](#)

338.

1071A

[Cram Time · Tutorial](#)

Rating: 1600 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sasasagagaga's solution](#)

339.

1036D

[Vasya and Arrays · Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-14 · last AC: 2018-09-14 · PyPy 2 (first AC) · Tags: greedy, two pointers

[sasasagagaga's solution](#)

340.

1029C

[Maximal Intersection · Tutorial](#)

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2018-08-27 · last AC: 2018-08-27 · PyPy 3 (first AC) · Tags: greedy, math, sortings

[sasasagagaga's solution](#)

341.

1006E

[Military Problem · Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[sasasagagaga's solution](#)

342.

1003D

[Coins and Queries · Tutorial](#)

Quality: 8,563 global accepts · Rating: 1600 · first AC: 2018-07-04 · PyPy 2 (first AC) · Tags: greedy

[sasasagagaga's solution](#)

343.

992C

[Nastya and a Wardrobe · Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-19 · PyPy 2 (first AC) · Tags: math

[sasasagagaga's solution](#)

344.

992B

[Nastya Studies Informatics · Tutorial](#)

Quality: 6,771 global accepts · Rating: 1600 · first AC: 2018-06-18 · PyPy 2 (first AC) · Tags: math, number theory

[sasasagagaga's solution](#)

345.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[sasasagagaga's solution](#)

346.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[sasasagagaga's solution](#)

347.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-25 · Python 2 (first AC) · Tags: geometry

[sasasagagaga's solution](#)

348.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,568 global accepts · Rating: 1600 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[sasasagagaga's solution](#)

349.

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

[sasasagagaga's solution](#)

350.

849C

[From Y to Y](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[sasasagagaga's solution](#)

351.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[sasasagagaga's solution](#)

352.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[sasasagagaga's solution](#)

353.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[sasasagagaga's solution](#)

354.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,397 global accepts · Rating: 1600 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[sasasagagaga's solution](#)

355.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,887 global accepts · Rating: 1600 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[sasasagagaga's solution](#)

356.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[sasasagagaga's solution](#)

357.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[sasasagagaga's solution](#)

358.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[sasasagagaga's solution](#)

359.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[sasasagagaga's solution](#)

360.

793B

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

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[sasasagagaga's solution](#)

361.

789C

[Functions again](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-29 · last AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers

[sasasagagaga's solution](#)

362.

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[sasasagagaga's solution](#)

363.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[sasasagagaga's solution](#)

364.

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

[sasasagagaga's solution](#)

365.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[sasasagagaga's solution](#)

366.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,217 global accepts · Rating: 1600 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[sasasagagaga's solution](#)

367.

298D

[Fish Weight](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[sasasagagaga's solution](#)

368.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[sasasagagaga's solution](#)

369.

716C

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

Rating: 1600 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[sasasagagaga's solution](#)

370.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: greedy, math

[sasasagagaga's solution](#)

371.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,367 global accepts · Rating: 1600 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: dp, strings

[sasasagagaga's solution](#)

372.

682C

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

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[sasasagagaga's solution](#)

373.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,840 global accepts · Rating: 1600 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[sasasagagaga's solution](#)

374.

673D

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

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

[sasasagagaga's solution](#)

375.

639B

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

Quality: 6,997 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[sasasagagaga's solution](#)

376.

649D

[AD5DD@C 3CÄ5CÔBC FC,,O C60CÄOD\\$8](#)

Quality: 434 global accepts · Rating: 1600 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[sasasagagaga's solution](#)

377.

606C

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

Rating: 1600 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

378.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: geometry, sortings

[sasasagagaga's solution](#)

379.

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

[sasasagagaga's solution](#)

380.

606B

[Testing Robots](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

381.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: implementation, strings

[sasasagagaga's solution](#)

382.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,667 global accepts · Rating: 1600 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[sasasagagaga's solution](#)

383.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-22 · PyPy 3 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[sasasagagaga's solution](#)

384.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[sasasagagaga's solution](#)

385.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[sasasagagaga's solution](#)

386.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2019-01-21 · PyPy 3 (first AC) · Tags: combinatorics, sortings

[sasasagagaga's solution](#)

387.

524B

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

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2019-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[sasasagagaga's solution](#)

388.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-11-03 · last AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[sasasagagaga's solution](#)

389.

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-07-21 · last AC: 2018-07-21 · PyPy 2 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

390.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2018-03-30 · Python 2 (first AC) · Tags: *special, implementation

[sasasagagaga's solution](#)

391.

926C

[Is This a Zebra?](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2018-03-17 · GNU C11 (first AC) · Tags: implementation

[sasasagagaga's solution](#)

392.

923A

[Primal Sport](#) · [Tutorial](#)

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

[sasasagagaga's solution](#)

393.

937C

[Save Energy!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-04 · Python 2 (first AC) · Tags: math

[sasasagagaga's solution](#)

394.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[sasasagagaga's solution](#)

395.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[sasasagagaga's solution](#)

396.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[sasasagagaga's solution](#)

397.

834C

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

Rating: 1700 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[sasasagagaga's solution](#)

398.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2017-06-05 · last AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[sasagagaga's solution](#)

399.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2017-05-23 · last AC: 2017-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[sasagagaga's solution](#)

400.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[sasagagaga's solution](#)

401.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special

[sasagagaga's solution](#)

402.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[sasagagaga's solution](#)

403.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2017-03-10 · last AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[sasagagaga's solution](#)

404.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[sasagagaga's solution](#)

405.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[sasagagaga's solution](#)

406.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings

[sasagagaga's solution](#)

407.

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-07 · last AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[sasagagaga's solution](#)

408.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[sasasagagaga's solution](#)

409.

740C

[Alyona and mex](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-24 · GNU C (first AC) · Tags: constructive algorithms

[sasasagagaga's solution](#)

410.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2016-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[sasasagagaga's solution](#)

411.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp

[sasasagagaga's solution](#)

412.

686C

[Robbers' watch](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math

[sasasagagaga's solution](#)

413.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[sasasagagaga's solution](#)

414.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: geometry, math

[sasasagagaga's solution](#)

415.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[sasasagagaga's solution](#)

416.

621C

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

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory, probabilities

[sasasagagaga's solution](#)

417.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[sasasagagaga's solution](#)

418.

579C

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

Rating: 1700 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: binary search, math

[sasasagagaga's solution](#)

419.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[sasasagagaga's solution](#)

420.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[sasasagagaga's solution](#)

421.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[sasasagagaga's solution](#)

422.

1053A

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

Rating: 1800 · first AC: 2018-09-24 · PyPy 2 (first AC) · Tags: geometry

[sasasagagaga's solution](#)

423.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · last AC: 2018-06-23 · PyPy 2 (first AC) · Tags: brute force, combinatorics, math

[sasasagagaga's solution](#)

424.

987E

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

Rating: 1800 · first AC: 2018-06-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[sasasagagaga's solution](#)

425.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2018-06-06 · PyPy 2 (first AC) · Tags: brute force, math

[sasasagagaga's solution](#)

426.

926B

[Add Points](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1800 · first AC: 2018-03-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[sasasagagaga's solution](#)

427.

923C

[Perfect Security](#) · [Tutorial](#)

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

[sasasagagaga's solution](#)

428.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[sasasagagaga's solution](#)

429.

911D

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

Quality: 5,108 global accepts · Rating: 1800 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[sasasagagaga's solution](#)

430.

822D

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

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[sasasagagaga's solution](#)

431.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[sasasagagaga's solution](#)

432.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 5,003 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[sasasagagaga's solution](#)

433.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[sasasagagaga's solution](#)

434.

776C

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

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · last AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[sasasagagaga's solution](#)

435.

779E

[Bitwise Formula](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, greedy

[sasasagagaga's solution](#)

436.

777D

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

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, strings

[sasasagagaga's solution](#)

437.

768C

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

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[sasasagagaga's solution](#)

438.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[sasasagagaga's solution](#)

439.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[sasasagagaga's solution](#)

440.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[sasasagagaga's solution](#)

441.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[sasasagagaga's solution](#)

442.

524C

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

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2019-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[sasasagagaga's solution](#)

443.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[sasasagagaga's solution](#)

444.

1029D

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

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-08-27 · last AC: 2018-08-27 · PyPy 3 (first AC) · Tags: implementation, math

[sasasagagaga's solution](#)

445.

614C

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

Rating: 1900 · first AC: 2018-07-01 · PyPy 2 (first AC) · Tags: geometry

[sasasagagaga's solution](#)

446.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[sasasagagaga's solution](#)

447.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2018-03-30 · Python 2 (first AC) · Tags: *special

[sasasagagaga's solution](#)

448.

928C

[Dependency management](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, graphs, implementation

[sasasagagaga's solution](#)

449.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[sasasagagaga's solution](#)

450.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[sasasagagaga's solution](#)

451.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[sasasagagaga's solution](#)

452.

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[sasasagagaga's solution](#)

453.

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[sasasagagaga's solution](#)

454.

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

[sasasagagaga's solution](#)

455.

711D

[Directed Roads](#) · [Tutorial](#)

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

[sasasagagaga's solution](#)

456.

709D

[Recover the String](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, math

[sasasagagaga's solution](#)

457.

701D

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

Rating: 1900 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: binary search, math

[sasasagagaga's solution](#)

458.

686D

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

Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[sasasagagaga's solution](#)

459.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[sasasagagaga's solution](#)

460.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[sasasagagaga's solution](#)

461.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2018-11-05 · GNU C++11 (first AC) · Tags: data structures, greedy

[sasasagagaga's solution](#)

462.

842C

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

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[sasasagagaga's solution](#)

463.

814D

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

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[sasasagagaga's solution](#)

464.

784B

[Kids' Riddle](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2000 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special

[sasasagagaga's solution](#)

465.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, implementation

[sasasagagaga's solution](#)

466.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2017-02-24 · last AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[sasasagagaga's solution](#)

467.

766D

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

Quality: 3,929 global accepts · Rating: 2000 · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[sasasagagaga's solution](#)

468.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[sasasagagaga's solution](#)

469.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-19 · last AC: 2017-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[sasasagagaga's solution](#)

470.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math

[sasasagagaga's solution](#)

471.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[sasasagagaga's solution](#)

472.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2019-01-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[sasasagagaga's solution](#)

473.

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2018-11-05 · GNU C++11 (first AC) · Tags: binary search, data structures

[sasasagagaga's solution](#)

474.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,891 global accepts · Rating: 2100 · first AC: 2018-07-21 · PyPy 2 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[sasasagagaga's solution](#)

475.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[sasasagagaga's solution](#)

476.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-05 · last AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[sasasagagaga's solution](#)

477.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[sasasagagaga's solution](#)

478.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[sasasagagaga's solution](#)

479.

789D

[Weird journey](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[sasasagagaga's solution](#)

480.

764D

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

Rating: 2100 · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[sasasagagaga's solution](#)

481.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings

[sasasagagaga's solution](#)

482.

1515E

[Phoenix and Computers](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[sasasagagaga's solution](#)

483.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities
[sasasagagaga's solution](#)

484.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities
[sasasagagaga's solution](#)

485.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-11-05 · GNU C++11 (first AC) · Tags: dp, graphs, number theory, shortest paths
[sasasagagaga's solution](#)

486.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[sasasagagaga's solution](#)

487.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2017-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[sasasagagaga's solution](#)

488.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2016-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
[sasasagagaga's solution](#)

489.

915E

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

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2018-01-13 · last AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[sasasagagaga's solution](#)

490.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy
[sasasagagaga's solution](#)

491.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-11-05 · GNU C++11 (first AC) · Tags: data structures, greedy
[sasasagagaga's solution](#)

492.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[sasasagagaga's solution](#)

493.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[sasasagagaga's solution](#)

494.

686E

[Optimal Point](#) · [Tutorial](#)

Rating: 2900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: binary search, math

[sasasagagaga's solution](#)

495.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[sasasagagaga's solution](#)

496.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-11 · Python 3 (first AC) · Tags: *special, graph matchings, implementation

[sasasagagaga's solution](#)

497.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[sasasagagaga's solution](#)

498.

102881G

[Baby Ehab and a GCD Problem. Of Course](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · last AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[sasasagagaga's solution](#)

499.

102881C

[Sort?](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[sasasagagaga's solution](#)

500.

102881E

[Baby Ehab's X\(OR\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · last AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[sasasagagaga's solution](#)

501.

102881K

[Plants Watering](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[sasasagagaga's solution](#)

502.

102881L

[The Expected Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[sasasagagaga's solution](#)

503.

102881M

[Baby Ehab's Whining Chance](#) · Tutorial

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

504.

102881B

[Anany in the Army](#) · Tutorial

Rating: — · first AC: 2021-12-12 · PyPy 3-64 (first AC) · Tags: —
[sasasagagaga's solution](#)

505.

102881N

[Baby !Ehab](#) · Tutorial

Rating: — · first AC: 2021-12-12 · PyPy 3-64 (first AC) · Tags: —
[sasasagagaga's solution](#)

506.

102881A

[Officer Anany Collecting String Subsequences](#) · Tutorial

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

507.

102881J

[ABC](#) · Tutorial

Rating: — · first AC: 2021-12-12 · PyPy 3-64 (first AC) · Tags: —
[sasasagagaga's solution](#)

508.

102392B

[Level Up](#) · Tutorial

Rating: — · first AC: 2021-12-05 · last AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[sasasagagaga's solution](#)

509.

102392G

[Projection](#) · Tutorial

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[sasasagagaga's solution](#)

510.

102392J

[Graph and Cycles](#) · Tutorial

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[sasasagagaga's solution](#)

511.

102392D

[Cycle String?](#) · Tutorial

Rating: — · first AC: 2021-12-05 · Python 3 (first AC) · Tags: —
[sasasagagaga's solution](#)

512.

102392I

[Absolute Game](#) · Tutorial

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[sasasagagaga's solution](#)

513.

103102M

[Mistake](#) · Tutorial

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

514.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · Python 3 (first AC) · Tags: —

[sasasagagaga's solution](#)

515.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[sasasagagaga's solution](#)

516.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · last AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[sasasagagaga's solution](#)

517.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[sasasagagaga's solution](#)

518.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · Python 3 (first AC) · Tags: —

[sasasagagaga's solution](#)

519.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[sasasagagaga's solution](#)

520.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[sasasagagaga's solution](#)

521.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[sasasagagaga's solution](#)

522.

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[sasasagagaga's solution](#)

523.

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[sasasagagaga's solution](#)

524.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[sasasagagaga's solution](#)

525.

101190E

[Expect to Wait](#) · Tutorial

Rating: — · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[sasasagagaga's solution](#)

526.

101190A

[Abbreviation](#) · Tutorial

Rating: — · first AC: 2021-10-17 · Python 3 (first AC) · Tags: —

[sasasagagaga's solution](#)

527.

101190F

[Foreign Postcards](#) · Tutorial

Rating: — · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[sasasagagaga's solution](#)

528.

101190H

[Hard Refactoring](#) · Tutorial

Rating: — · first AC: 2021-10-17 · Python 3 (first AC) · Tags: —

[sasasagagaga's solution](#)

529.

101942E

[A,3D0i@ 1C,,@Dä;DÄ:C€](#)

Rating: — · first AC: 2021-10-12 · Python 3 (first AC) · Tags: —

[sasasagagaga's solution](#)

530.

101942C

[AöDäAÄ8CÔCD](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[sasasagagaga's solution](#)

531.

101942F

[AôUD4jC, <D4EC](#)

Rating: — · first AC: 2021-10-12 · Python 3 (first AC) · Tags: —

[sasasagagaga's solution](#)

532.

101942B

[B D 5C\\$=Cä2C =C,,O](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[sasasagagaga's solution](#)

533.

101942H

[A@Cä8D 0CÄ<C ?CT@CT4C G](#)

Rating: — · first AC: 2021-10-12 · Python 3 (first AC) · Tags: —

[sasasagagaga's solution](#)

534.

101942K

[B 7Cä@D\\$8C\\$=C O DD>D <C](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[sasasagagaga's solution](#)

535.

101942J

[B,,UDTä BCÔKC' AC'>CØ](#)

Rating: — · first AC: 2021-10-12 · Python 3 (first AC) · Tags: —

[sasasagagaga's solution](#)

536.

101942A

[B47D10CÄKC' 2CT@C ;Dä4](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[sasasagagaga's solution](#)

537.

101942I

[A77C0AD\\$5D 8Ct0Dd8Dö](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

538.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[sasasagagaga's solution](#)

539.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[sasasagagaga's solution](#)

540.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · PyPy 3 (first AC) · Tags: —
[sasasagagaga's solution](#)

541.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[sasasagagaga's solution](#)

542.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · PyPy 3 (first AC) · Tags: —
[sasasagagaga's solution](#)

543.

102785C

[Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

544.

102785E

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

545.

102785D

[We were trying to share an orange ...](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · PyPy 3 (first AC) · Tags: —
[sasasagagaga's solution](#)

546.

102785H

[A self-describing sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

547.

102785J

[R u really ready? · Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[sasasagagaga's solution](#)

548.

102785B

[Gremlins attack! · Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[sasasagagaga's solution](#)

549.

102785A

[A lazy controller · Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[sasasagagaga's solution](#)

550.

1331A

[Is it rated? · Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-03 · Python 3 (first AC) · Tags: *special

[sasasagagaga's solution](#)

551.

1275E1

[A<CÔBD >C`LCÔ0Dò AD4<CÃ0](#)

Quality: 265 global accepts · Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[sasasagagaga's solution](#)

552.

1275D

[Storage2 · Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: *special

[sasasagagaga's solution](#)

553.

1275C

[#define At0CDD0toB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[sasasagagaga's solution](#)

554.

1275B

[Code Review · Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[sasasagagaga's solution](#)

555.

1275A

[B`DkD\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[sasasagagaga's solution](#)

556.

101986G

[Rendezvous on a Tetrahedron · Tutorial](#)

Rating: — · first AC: 2019-11-17 · last AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[sasasagagaga's solution](#)

557.

101986F

[Pizza Delivery · Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[sasasagagaga's solution](#)

558.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

559.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

560.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

561.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

562.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

563.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

564.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

565.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

566.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

567.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

568.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

569.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[sasasagagaga's solution](#)

570.

100085C

[Caption](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

571.

100085G

[GCD Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

572.

100085K

[Kingdom Roadmap](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

573.

100085I

[Interactive Permutation Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

574.

100085E

[Eve](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

575.

100085B

[Binary Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

576.

100085A

[ASCII Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

577.

100125C

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

578.

100125L

[Log Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

579.

100125D

[Deepest Station](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

580.

100125F

[Final Standings](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: —
[sasasagagaga's solution](#)

581.

100125E

[Electricity](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: —
[sasasagagaga's solution](#)

582.

100125A

[Aztec Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: —
[sasasagagaga's solution](#)

583.

100125B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: —
[sasasagagaga's solution](#)

584.

1020086

[A 50r2C ;C,,=CD@Cä=Cä=](#)

Rating: — · first AC: 2019-09-29 · PyPy 2 (first AC) · Tags: —
[sasasagagaga's solution](#)

585.

1020085

[A 50r2C ;C,,=CD@Cä<Cä2](#)

Rating: — · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: —
[sasasagagaga's solution](#)

586.

1020087

[A 50r2C ;C,,=CD@Cä1D°](#)

Rating: — · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: —
[sasasagagaga's solution](#)

587.

1020082

[B·BCBÄ 2 D BD >C•](#)

Rating: — · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

588.

1020089

[AÄ>CDB =C,,7C FC,,O Cö@Cä8Ct2Cä4D BC\\$0](#)

Rating: — · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: —
[sasasagagaga's solution](#)

589.

1020084

[A4004?Cö>C\\$>CR 2D´AD\\$CCô;CT=C,,5](#)

Rating: — · first AC: 2019-09-29 · PyPy 2 (first AC) · Tags: —
[sasasagagaga's solution](#)

590.

1020088

[B 50r2C ;C,,=CD@Cä8Ct0Dd8Dò ?D >C,,7C\\$>CDAD\\$2C](#)

Rating: — · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: —
[sasasagagaga's solution](#)

591.

10200810

[B\\$00D-D NCD0](#)

Rating: — · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

592.

1020083

[A48DriDô=CD0](#)

Rating: — · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

593.

102139I

[Return of the ???? · Tutorial](#)

Rating: — · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

594.

102139B

[A@C'5D](#)

Rating: — · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

595.

102139D

[A7CD=CäBC](#)

Rating: — · first AC: 2019-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[sasasagagaga's solution](#)

596.

102139F

[B.00tCä6CT=C,,5 CÖ0 CÄ=Cä6C,,BCT;C€](#)

Rating: — · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

597.

102139G

[A5D\\$@Cä2C,,G](#)

Rating: — · first AC: 2019-09-22 · PyPy 2 (first AC) · Tags: —

[sasasagagaga's solution](#)

598.

102139J

[A,,E0\\$5D AC,,O C" BC 1C'8Dd5](#)

Rating: — · first AC: 2019-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[sasasagagaga's solution](#)

599.

102139K

[A@Cä5C=B](#)

Rating: — · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

600.

102139E

[BäD9D >C >D\\$>D\\$5DT=C,,:](#)

Rating: — · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

601.

102139H

[Aä70TC BC=8](#)

Rating: — · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

602.

102139A

[A\\$%C@ä6CÔ> C,,7 AT BD](#)

Rating: — · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

603.

1020862

[AöyÖr#D`5 C#2C 4D 0D\\$K](#)

Rating: — · first AC: 2019-01-29 · PyPy 3 (first AC) · Tags: —

[sasasagagaga's solution](#)

604.

1020861

[AD20r18Ct<CT@CT=C,,O](#)

Rating: — · first AC: 2019-01-28 · PyPy 3 (first AC) · Tags: —

[sasasagagaga's solution](#)

605.

100134J

[Jumping Around](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

606.

100134C

[Caravan Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

607.

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

608.

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

609.

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

610.

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: —

[sasasagagaga's solution](#)

611.

101819F

[A@CäADt5D" ACä1D`BC,,9](#)

Rating: — · first AC: 2018-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[sasasagagaga's solution](#)

612.

101819E

[A#DD BCäGCÔ0Dò 8C4@C](#)

Rating: — · first AC: 2018-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[sasasagagaga's solution](#)

613.

101819A

[A@Ca1D'BC,,5 B\\$0CÔ>D 0](#)

Rating: — · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

614.

101819B

[A@Ca1D >CÔ8](#)

Rating: — · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

615.

101819C

[B5D BCä@C =](#)

Rating: — · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

616.

101137A

[Altitude](#) · Tutorial

Rating: — · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

617.

100801J

[Journey to the "The World's Start"](#) · Tutorial

Rating: — · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

618.

100801C

[Concatenation](#) · Tutorial

Rating: — · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

619.

100801E

[Easy Arithmetic](#) · Tutorial

Rating: — · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

620.

100801D

[Distribution in Metagonia](#) · Tutorial

Rating: — · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

621.

100801B

[Black and White](#) · Tutorial

Rating: — · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

622.

100801L

[Lucky Chances](#) · Tutorial

Rating: — · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

623.

100801H

[Hash Code Hacker](#) · Tutorial

Rating: — · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[sasasagagaga's solution](#)

624.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[sasasagaga's solution](#)

625.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: —

[sasasagaga's solution](#)