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Unique solved — scorpion

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

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

Filters: none

Count: 1,835

1.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,188 global accepts · Rating: 800 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[scorpion's solution](#)

2.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,315 global accepts · Rating: 800 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[scorpion's solution](#)

3.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[scorpion's solution](#)

4.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation, math
[scorpion's solution](#)

5.

2131B

[Alternating Series](#) · [Tutorial](#)

Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[scorpion's solution](#)

6.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,872 global accepts · Rating: 800 · first AC: 2025-08-10 · Go (first AC) · Tags: math
[scorpion's solution](#)

7.

2120A

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

Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-06-22 · Python 3 (first AC) · Tags: geometry, math
[scorpion's solution](#)

8.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 800 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[scorpion's solution](#)

9.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,305 global accepts · Rating: 800 · first AC: 2025-06-20 · Python 3 (first AC) · Tags: strings
[scorpion's solution](#)

10.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,497 global accepts · Rating: 800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[scorpion's solution](#)

11.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,287 global accepts · Rating: 800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[scorpion's solution](#)

12.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-13 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[scorpion's solution](#)

13.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,172 global accepts · Rating: 800 · first AC: 2025-06-09 · Python 3 (first AC) · Tags: constructive algorithms

[scorpion's solution](#)

14.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,056 global accepts · Rating: 800 · first AC: 2025-06-09 · Python 3 (first AC) · Tags: greedy, implementation

[scorpion's solution](#)

15.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[scorpion's solution](#)

16.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[scorpion's solution](#)

17.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2025-03-25 · Python 3 (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

18.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,981 global accepts · Rating: 800 · first AC: 2025-03-25 · Python 3 (first AC) · Tags: brute force, math

[scorpion's solution](#)

19.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-02 · last AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[scorpion's solution](#)

20.

2061A

[Kevin and Arithmetic](#) · [Tutorial](#)

Quality: 22,355 global accepts · Rating: 800 · first AC: 2025-01-20 · last AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[scorpion's solution](#)

21.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[scorpion's solution](#)

22.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[scorpion's solution](#)

23.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · Python 3 (first AC) · Tags: brute force, greedy, implementation, math, number theory
[scorpion's solution](#)

24.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[scorpion's solution](#)

25.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[scorpion's solution](#)

26.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-09-27 · Python 3 (first AC) · Tags: math
[scorpion's solution](#)

27.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-27 · Python 3 (first AC) · Tags: greedy, implementation
[scorpion's solution](#)

28.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,852 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings
[scorpion's solution](#)

29.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[scorpion's solution](#)

30.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[scorpion's solution](#)

31.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,701 global accepts · Rating: 800 · first AC: 2023-12-08 · Python 3 (first AC) · Tags: brute force, greedy, sortings
[scorpion's solution](#)

32.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,016 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers
[scorpion's solution](#)

33.

1873C

[Target Practice](#) · [Tutorial](#)

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[scorpion's solution](#)

34.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[scorpion's solution](#)

35.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,417 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[scorpion's solution](#)

36.

1870A

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Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[scorpion's solution](#)

37.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,212 global accepts · Rating: 800 · first AC: 2023-03-24 · Go (first AC) · Tags: implementation, two pointers
[scorpion's solution](#)

38.

1791A

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

Quality: 80,641 global accepts · Rating: 800 · first AC: 2023-02-20 · PyPy 3-64 (first AC) · Tags: implementation, strings
[scorpion's solution](#)

39.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,033 global accepts · Rating: 800 · first AC: 2011-07-03 · last AC: 2022-12-22 · FPC (first AC) · Tags: brute force, math
[scorpion's solution](#)

40.

1764A

[Doremy's Paint](#) · [Tutorial](#)

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[scorpion's solution](#)

41.

1744B

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42.

1744A

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

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43.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-11-04 · Python 3 (first AC) · Tags: geometry, greedy, sortings
[scorpion's solution](#)

44.

1740A

[Factorise N+M](#) · [Tutorial](#)

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45.

1523A

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46.

1436A

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47.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,306 global accepts · Rating: 800 · first AC: 2020-01-31 · Go (first AC) · Tags: math
[scorpion's solution](#)

48.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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49.

1030A

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50.

977A

[Wrong Subtraction](#) · [Tutorial](#)

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51.

1061A

[Coins](#) · [Tutorial](#)

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[scorpion's solution](#)

52.

1077A

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53.

1054A

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54.

1002A1

[Generate superposition of all basis states](#) · [Tutorial](#)

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[scorpion's solution](#)

55.

988A

[Diverse Team](#) · [Tutorial](#)

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

56.

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2018-05-07 · Python 3 (first AC) · Tags: math
[scorpion's solution](#)

57.

959A

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

58.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 800 · first AC: 2018-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[scorpion's solution](#)

59.

919A

[Supermarket](#) · [Tutorial](#)

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60.

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2018-01-01 · Python 2 (first AC) · Tags: brute force, implementation
[scorpion's solution](#)

61.

897A

[Scarborough Fair](#) · [Tutorial](#)

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62.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 800 · first AC: 2017-03-13 · GNU C++11 (first AC) · Tags: *special, implementation
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63.

769A

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

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · Python 2 (first AC) · Tags: *special, implementation, sortings
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64.

734B

[Anton and Digits](#) · [Tutorial](#)

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65.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,576 global accepts · Rating: 800 · first AC: 2016-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[scorpion's solution](#)

66.

710A

[King Moves](#) · [Tutorial](#)

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[scorpion's solution](#)

67.

551A

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[scorpion's solution](#)

68.

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2016-04-25 · Python 3 (first AC) · Tags: math

[scorpion's solution](#)

69.

658A

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

Quality: 7,697 global accepts · Rating: 800 · first AC: 2016-03-28 · Python 3 (first AC) · Tags: implementation

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70.

630A

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

Quality: 93,539 global accepts · Rating: 800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: number theory

[scorpion's solution](#)

71.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,807 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation

[scorpion's solution](#)

72.

581A

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

Quality: 84,971 global accepts · Rating: 800 · first AC: 2015-09-29 · Python 3 (first AC) · Tags: implementation, math

[scorpion's solution](#)

73.

546A

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

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[scorpion's solution](#)

74.

486A

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

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[scorpion's solution](#)

75.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2015-05-16 · Python 2 (first AC) · Tags: implementation

[scorpion's solution](#)

76.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,132 global accepts · Rating: 800 · first AC: 2015-03-26 · Python 2 (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

77.

467A

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

Quality: 155,973 global accepts · Rating: 800 · first AC: 2015-03-12 · Python 2 (first AC) · Tags: implementation

[scorpion's solution](#)

78.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,555 global accepts · Rating: 800 · first AC: 2015-03-02 · last AC: 2015-03-03 · Python 2 (first AC) · Tags: implementation, strings

[scorpion's solution](#)

79.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, math

[scorpion's solution](#)

80.

472A

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

Quality: 70,784 global accepts · Rating: 800 · first AC: 2015-02-06 · Python 2 (first AC) · Tags: math, number theory

[scorpion's solution](#)

81.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,573 global accepts · Rating: 800 · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: implementation

[scorpion's solution](#)

82.

401A

[Vanya and Cards](#) · [Tutorial](#)

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[scorpion's solution](#)

83.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: implementation

[scorpion's solution](#)

84.

443A

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

Quality: 112,085 global accepts · Rating: 800 · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[scorpion's solution](#)

85.

447A

[DZY Loves Hash](#) · [Tutorial](#)

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[scorpion's solution](#)

86.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,249 global accepts · Rating: 800 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: implementation

[scorpion's solution](#)

87.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 800 · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: *special, implementation

[scorpion's solution](#)

88.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,429 global accepts · Rating: 800 · first AC: 2013-11-09 · MS C# (first AC) · Tags: greedy, implementation, sortings, strings

[scorpion's solution](#)

89.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,364 global accepts · Rating: 800 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: implementation

[scorpion's solution](#)

90.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,443 global accepts · Rating: 800 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

91.

294A

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

Quality: 28,398 global accepts · Rating: 800 · first AC: 2013-05-25 · GNU C++ (first AC) · Tags: implementation, math

[scorpion's solution](#)

92.

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2013-05-06 · GNU C++ (first AC) · Tags: implementation

[scorpion's solution](#)

93.

291A

[Spyke Talks](#) · [Tutorial](#)

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[scorpion's solution](#)

94.

144A

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

Quality: 121,436 global accepts · Rating: 800 · first AC: 2012-02-09 · last AC: 2013-03-25 · FPC (first AC) · Tags: implementation

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95.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,773 global accepts · Rating: 800 · first AC: 2013-03-20 · FPC (first AC) · Tags: brute force

[scorpion's solution](#)

96.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2013-03-16 · GNU C++ (first AC) · Tags: implementation

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97.

282A

[Bit++](#) · [Tutorial](#)

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[scorpion's solution](#)

98.

281A

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

Quality: 271,053 global accepts · Rating: 800 · first AC: 2013-03-11 · FPC (first AC) · Tags: implementation, strings
[scorpion's solution](#)

99.

268A

[Games](#) · [Tutorial](#)

Quality: 104,229 global accepts · Rating: 800 · first AC: 2013-01-28 · FPC (first AC) · Tags: brute force
[scorpion's solution](#)

100.

266B

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

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[scorpion's solution](#)

101.

266A

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

Quality: 244,626 global accepts · Rating: 800 · first AC: 2013-01-23 · FPC (first AC) · Tags: implementation
[scorpion's solution](#)

102.

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,678 global accepts · Rating: 800 · first AC: 2013-01-20 · FPC (first AC) · Tags: implementation
[scorpion's solution](#)

103.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,077 global accepts · Rating: 800 · first AC: 2013-01-18 · GNU C++ (first AC) · Tags: implementation
[scorpion's solution](#)

104.

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,458 global accepts · Rating: 800 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: implementation
[scorpion's solution](#)

105.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,202 global accepts · Rating: 800 · first AC: 2012-12-19 · FPC (first AC) · Tags: implementation
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106.

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2012-11-27 · FPC (first AC) · Tags: implementation
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107.

245A

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

Quality: 9,133 global accepts · Rating: 800 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: implementation
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108.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,106 global accepts · Rating: 800 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: brute force, implementation, strings
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109.

228A

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

Quality: 139,835 global accepts · Rating: 800 · first AC: 2012-10-15 · GNU C++ (first AC) · Tags: implementation
[scorpion's solution](#)

110.

233A

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

Quality: 49,155 global accepts · Rating: 800 · first AC: 2012-10-11 · FPC (first AC) · Tags: implementation, math
[scorpion's solution](#)

111.

231A

[Team](#) · [Tutorial](#)

Quality: 430,363 global accepts · Rating: 800 · first AC: 2012-10-07 · FPC (first AC) · Tags: brute force, greedy
[scorpion's solution](#)

112.

169A

[Chores](#) · [Tutorial](#)

Quality: 8,184 global accepts · Rating: 800 · first AC: 2012-03-25 · last AC: 2012-09-06 · FPC (first AC) · Tags: sortings
[scorpion's solution](#)

113.

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,925 global accepts · Rating: 800 · first AC: 2012-07-30 · FPC (first AC) · Tags: brute force
[scorpion's solution](#)

114.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2012-06-29 · FPC (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings
[scorpion's solution](#)

115.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,446 global accepts · Rating: 800 · first AC: 2012-06-24 · FPC (first AC) · Tags: implementation, math
[scorpion's solution](#)

116.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,416 global accepts · Rating: 800 · first AC: 2012-01-08 · last AC: 2012-06-04 · FPC (first AC) · Tags: implementation, sortings, strings
[scorpion's solution](#)

117.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,770 global accepts · Rating: 800 · first AC: 2012-06-03 · FPC (first AC) · Tags: expression parsing, implementation
[scorpion's solution](#)

118.

155A

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

Quality: 93,678 global accepts · Rating: 800 · first AC: 2012-02-24 · last AC: 2012-05-31 · FPC (first AC) · Tags: brute force

[scorpion's solution](#)

119.

177A1

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 11,502 global accepts · Rating: 800 · first AC: 2012-04-21 · last AC: 2012-05-20 · FPC (first AC) · Tags: implementation
[scorpion's solution](#)

120.

177A2

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 8,566 global accepts · Rating: 800 · first AC: 2012-04-21 · last AC: 2012-05-20 · FPC (first AC) · Tags: implementation
[scorpion's solution](#)

121.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,089 global accepts · Rating: 800 · first AC: 2012-05-11 · FPC (first AC) · Tags: brute force
[scorpion's solution](#)

122.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,430 global accepts · Rating: 800 · first AC: 2012-05-11 · FPC (first AC) · Tags: implementation
[scorpion's solution](#)

123.

99A

[Help Far Away Kingdom](#) · [Tutorial](#)

Quality: 7,726 global accepts · Rating: 800 · first AC: 2012-05-07 · FPC (first AC) · Tags: strings
[scorpion's solution](#)

124.

47A

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

Quality: 18,176 global accepts · Rating: 800 · first AC: 2012-04-27 · FPC (first AC) · Tags: brute force, math
[scorpion's solution](#)

125.

59A

[Word](#) · [Tutorial](#)

Quality: 227,992 global accepts · Rating: 800 · first AC: 2012-04-27 · FPC (first AC) · Tags: implementation, strings
[scorpion's solution](#)

126.

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2012-04-27 · FPC (first AC) · Tags: brute force
[scorpion's solution](#)

127.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,495 global accepts · Rating: 800 · first AC: 2012-04-27 · FPC (first AC) · Tags: implementation, strings
[scorpion's solution](#)

128.

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 800 · first AC: 2012-04-20 · FPC (first AC) · Tags: brute force, geometry, implementation
[scorpion's solution](#)

129.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,796 global accepts · Rating: 800 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: implementation, math

[scorpion's solution](#)

130.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2012-04-19 · FPC (first AC) · Tags: *special, brute force, implementation

[scorpion's solution](#)

131.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,548 global accepts · Rating: 800 · first AC: 2012-03-03 · FPC (first AC) · Tags: *special, implementation

[scorpion's solution](#)

132.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2012-02-05 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

133.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 800 · first AC: 2012-02-03 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

134.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,419 global accepts · Rating: 800 · first AC: 2012-02-03 · FPC (first AC) · Tags: constructive algorithms, implementation, math

[scorpion's solution](#)

135.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,560 global accepts · Rating: 800 · first AC: 2011-12-09 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

136.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,580 global accepts · Rating: 800 · first AC: 2011-09-15 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

137.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,255 global accepts · Rating: 800 · first AC: 2010-06-03 · last AC: 2011-03-20 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

138.

112A

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

Quality: 287,313 global accepts · Rating: 800 · first AC: 2011-09-03 · FPC (first AC) · Tags: implementation, strings

[scorpion's solution](#)

139.

110A

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

Quality: 199,538 global accepts · Rating: 800 · first AC: 2011-08-29 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

140.

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 800 · first AC: 2011-08-08 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

141.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,691 global accepts · Rating: 800 · first AC: 2011-07-09 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

142.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,322 global accepts · Rating: 800 · first AC: 2011-07-09 · FPC (first AC) · Tags: brute force

[scorpion's solution](#)

143.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2011-07-05 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

144.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 800 · first AC: 2011-07-04 · FPC (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

145.

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2011-07-04 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

146.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,230 global accepts · Rating: 800 · first AC: 2011-07-03 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

147.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,792 global accepts · Rating: 800 · first AC: 2011-07-03 · FPC (first AC) · Tags: greedy, math

[scorpion's solution](#)

148.

71A

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

Quality: 503,378 global accepts · Rating: 800 · first AC: 2011-07-03 · FPC (first AC) · Tags: strings

[scorpion's solution](#)

149.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,532 global accepts · Rating: 800 · first AC: 2011-06-20 · FPC (first AC) · Tags: implementation, math

[scorpion's solution](#)

150.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,269 global accepts · Rating: 800 · first AC: 2011-05-06 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

151.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,436 global accepts · Rating: 800 · first AC: 2011-04-27 · FPC (first AC) · Tags: implementation, strings

[scorpion's solution](#)

152.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2011-03-06 · FPC (first AC) · Tags: brute force

[scorpion's solution](#)

153.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,690 global accepts · Rating: 800 · first AC: 2011-03-06 · FPC (first AC) · Tags: math, probabilities

[scorpion's solution](#)

154.

2094C

[Brr Brrr Patapim](#) · [Tutorial](#)

Quality: 30,494 global accepts · Rating: 900 · first AC: 2025-06-20 · Python 3 (first AC) · Tags: math

[scorpion's solution](#)

155.

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,984 global accepts · Rating: 900 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[scorpion's solution](#)

156.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[scorpion's solution](#)

157.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[scorpion's solution](#)

158.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[scorpion's solution](#)

159.

1238A

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

Quality: 28,067 global accepts · Rating: 900 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[scorpion's solution](#)

160.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · Python 2 (first AC) · Tags: math

[scorpion's solution](#)

161.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[scorpion's solution](#)

162.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[scorpion's solution](#)

163.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[scorpion's solution](#)

164.

913A

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

Quality: 24,180 global accepts · Rating: 900 · first AC: 2018-02-01 · GNU C++11 (first AC) · Tags: implementation, math

[scorpion's solution](#)

165.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 900 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[scorpion's solution](#)

166.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · PyPy 2 (first AC) · Tags: implementation, math

[scorpion's solution](#)

167.

621A

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

Quality: 22,679 global accepts · Rating: 900 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: implementation

[scorpion's solution](#)

168.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2015-10-13 · last AC: 2015-10-13 · GNU C++11 (first AC) · Tags: implementation, strings

[scorpion's solution](#)

169.

580A

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

Quality: 104,708 global accepts · Rating: 900 · first AC: 2015-09-23 · Python 3 (first AC) · Tags: brute force, dp, implementation

[scorpion's solution](#)

170.

199A

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

Quality: 30,296 global accepts · Rating: 900 · first AC: 2012-06-22 · last AC: 2015-05-23 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[scorpion's solution](#)

171.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2015-03-25 · Python 2 (first AC) · Tags: implementation

[scorpion's solution](#)

172.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,028 global accepts · Rating: 900 · first AC: 2015-03-25 · Python 2 (first AC) · Tags: brute force, implementation, math

[scorpion's solution](#)

173.

415A

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

Quality: 9,591 global accepts · Rating: 900 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: implementation

[scorpion's solution](#)

174.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2014-01-11 · MS C# (first AC) · Tags: implementation, math

[scorpion's solution](#)

175.

369A

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

Quality: 12,220 global accepts · Rating: 900 · first AC: 2014-01-11 · MS C# (first AC) · Tags: greedy, implementation

[scorpion's solution](#)

176.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,466 global accepts · Rating: 900 · first AC: 2013-12-15 · GNU C++ (first AC) · Tags: implementation

[scorpion's solution](#)

177.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,924 global accepts · Rating: 900 · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: greedy

[scorpion's solution](#)

178.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,053 global accepts · Rating: 900 · first AC: 2013-07-26 · GNU C++ (first AC) · Tags: implementation, number theory

[scorpion's solution](#)

179.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,136 global accepts · Rating: 900 · first AC: 2013-06-30 · Python 2 (first AC) · Tags: math

[scorpion's solution](#)

180.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,425 global accepts · Rating: 900 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: brute force, greedy

[scorpion's solution](#)

181.

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,441 global accepts · Rating: 900 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

182.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,067 global accepts · Rating: 900 · first AC: 2013-02-24 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

183.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,475 global accepts · Rating: 900 · first AC: 2013-02-20 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

184.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,782 global accepts · Rating: 900 · first AC: 2013-01-18 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[scorpion's solution](#)

185.

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 900 · first AC: 2013-01-12 · GNU C++ (first AC) · Tags: math, number theory

[scorpion's solution](#)

186.

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,566 global accepts · Rating: 900 · first AC: 2012-12-02 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

187.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 900 · first AC: 2012-11-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[scorpion's solution](#)

188.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2012-09-07 · Delphi (first AC) · Tags: implementation

[scorpion's solution](#)

189.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2012-08-06 · FPC (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

190.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,079 global accepts · Rating: 900 · first AC: 2012-07-24 · FPC (first AC) · Tags: strings

[scorpion's solution](#)

191.

205A

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

Quality: 25,230 global accepts · Rating: 900 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

192.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 900 · first AC: 2012-06-08 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

193.

48A

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

Quality: 7,292 global accepts · Rating: 900 · first AC: 2012-06-07 · GNU C++ (first AC) · Tags: implementation, schedules

[scorpion's solution](#)

194.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2012-06-04 · FPC (first AC) · Tags: implementation, math

[scorpion's solution](#)

195.

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2012-05-11 · FPC (first AC) · Tags: constructive algorithms, implementation, math

[scorpion's solution](#)

196.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 900 · first AC: 2012-05-07 · FPC (first AC) · Tags: implementation, sortings, strings

[scorpion's solution](#)

197.

137A

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

Quality: 7,839 global accepts · Rating: 900 · first AC: 2012-05-07 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

198.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,619 global accepts · Rating: 900 · first AC: 2012-04-27 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

199.

168A

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

Quality: 11,506 global accepts · Rating: 900 · first AC: 2012-03-27 · FPC (first AC) · Tags: implementation, math

[scorpion's solution](#)

200.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,781 global accepts · Rating: 900 · first AC: 2012-03-26 · FPC (first AC) · Tags: number theory

[scorpion's solution](#)

201.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2012-03-10 · FPC (first AC) · Tags: greedy, sortings

[scorpion's solution](#)

202.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,992 global accepts · Rating: 900 · first AC: 2012-02-10 · last AC: 2012-02-10 · FPC (first AC) · Tags: greedy, implementation, sortings

[scorpion's solution](#)

203.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,024 global accepts · Rating: 900 · first AC: 2012-02-05 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

204.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,211 global accepts · Rating: 900 · first AC: 2011-11-16 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

205.

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 900 · first AC: 2011-11-09 · FPC (first AC) · Tags: geometry

[scorpion's solution](#)

206.

115A

[Party](#) · [Tutorial](#)

Quality: 43,365 global accepts · Rating: 900 · first AC: 2011-09-17 · FPC (first AC) · Tags: dfs and similar, graphs, trees

[scorpion's solution](#)

207.

116C

[Party](#) · [Tutorial](#)

Quality: 900 · first AC: 2011-09-15 · FPC (first AC) · Tags: dfs and similar, graphs, trees

[scorpion's solution](#)

208.

16B

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

Quality: 20,771 global accepts · Rating: 900 · first AC: 2010-06-03 · last AC: 2011-03-05 · FPC (first AC) · Tags: greedy, implementation, sortings

[scorpion's solution](#)

209.

94A

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

Quality: 12,268 global accepts · Rating: 900 · first AC: 2011-06-30 · last AC: 2011-06-30 · FPC (first AC) · Tags: implementation, strings

[scorpion's solution](#)

210.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,036 global accepts · Rating: 900 · first AC: 2011-07-09 · FPC (first AC) · Tags: greedy, sortings

[scorpion's solution](#)

211.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2011-07-09 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

212.

96A

[Football](#) · [Tutorial](#)

Quality: 193,679 global accepts · Rating: 900 · first AC: 2011-07-08 · last AC: 2011-07-08 · FPC (first AC) · Tags: implementation, strings

[scorpion's solution](#)

213.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2011-05-13 · FPC (first AC) · Tags: math, number theory

[scorpion's solution](#)

214.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,850 global accepts · Rating: 900 · first AC: 2011-03-05 · FPC (first AC) · Tags: brute force, geometry

[scorpion's solution](#)

215.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-22 · Python 3 (first AC) · Tags: geometry

[scorpion's solution](#)

216.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2025-01-28 · Python 3 (first AC) · Tags: implementation

[scorpion's solution](#)

217.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, implementation, strings

[scorpion's solution](#)

218.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 1000 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[scorpion's solution](#)

219.

1359B

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

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[scorpion's solution](#)

220.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[scorpion's solution](#)

221.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[scorpion's solution](#)

222.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[scorpion's solution](#)

223.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[scorpion's solution](#)

224.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-25 · PyPy 2 (first AC) · Tags: implementation, strings

[scorpion's solution](#)

225.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[scorpion's solution](#)

226.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[scorpion's solution](#)

227.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[scorpion's solution](#)

228.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-14 · GNU C++11 (first AC) · Tags: implementation
[scorpion's solution](#)

229.

560A

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

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2016-12-13 · Python 2 (first AC) · Tags: implementation, sortings
[scorpion's solution](#)

230.

641A

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

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

231.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,407 global accepts · Rating: 1000 · first AC: 2011-03-22 · last AC: 2016-04-01 · FPC (first AC) · Tags: implementation, math
[scorpion's solution](#)

232.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,833 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: implementation, math
[scorpion's solution](#)

233.

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
[scorpion's solution](#)

234.

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
[scorpion's solution](#)

235.

626A

[Robot Sequence](#) · [Tutorial](#)

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

236.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-10 · PyPy 3 (first AC) · Tags: implementation, math
[scorpion's solution](#)

237.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,559 global accepts · Rating: 1000 · first AC: 2015-12-27 · Python 2 (first AC) · Tags: combinatorics, math
[scorpion's solution](#)

238.

584A

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

Quality: 52,618 global accepts · Rating: 1000 · first AC: 2015-10-07 · Python 2 (first AC) · Tags: math
[scorpion's solution](#)

239.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 1000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: bitmasks

[scorpion's solution](#)

240.

476A

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

Quality: 51,624 global accepts · Rating: 1000 · first AC: 2015-06-14 · Python 2 (first AC) · Tags: implementation, math

[scorpion's solution](#)

241.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,297 global accepts · Rating: 1000 · first AC: 2015-06-14 · Python 2 (first AC) · Tags: brute force, math

[scorpion's solution](#)

242.

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1000 · first AC: 2015-02-19 · PyPy 2 (first AC) · Tags: math

[scorpion's solution](#)

243.

389A

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

Quality: 14,978 global accepts · Rating: 1000 · first AC: 2014-09-06 · GNU C++ (first AC) · Tags: greedy, math

[scorpion's solution](#)

244.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,514 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[scorpion's solution](#)

245.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: greedy, implementation

[scorpion's solution](#)

246.

357A

[Group of Students](#) · [Tutorial](#)

Quality: 7,684 global accepts · Rating: 1000 · first AC: 2014-01-11 · MS C# (first AC) · Tags: brute force, greedy, implementation

[scorpion's solution](#)

247.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation

[scorpion's solution](#)

248.

336A

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

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2013-11-09 · MS C# (first AC) · Tags: implementation, math

[scorpion's solution](#)

249.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,536 global accepts · Rating: 1000 · first AC: 2013-11-09 · MS C# (first AC) · Tags: brute force, implementation, math

[scorpion's solution](#)

250.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,024 global accepts · Rating: 1000 · first AC: 2013-11-09 · MS C# (first AC) · Tags: implementation
[scorpion's solution](#)

251.

339B

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

Quality: 81,388 global accepts · Rating: 1000 · first AC: 2013-11-09 · MS C# (first AC) · Tags: implementation
[scorpion's solution](#)

252.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,944 global accepts · Rating: 1000 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: greedy
[scorpion's solution](#)

253.

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,462 global accepts · Rating: 1000 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: brute force, number theory, sortings
[scorpion's solution](#)

254.

284B

[Cows and Poker Game](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1000 · first AC: 2013-03-18 · FPC (first AC) · Tags: brute force, implementation
[scorpion's solution](#)

255.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,680 global accepts · Rating: 1000 · first AC: 2013-02-13 · FPC (first AC) · Tags: implementation, math
[scorpion's solution](#)

256.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2013-01-28 · FPC (first AC) · Tags: implementation, math
[scorpion's solution](#)

257.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2013-01-20 · FPC (first AC) · Tags: greedy, implementation
[scorpion's solution](#)

258.

259A

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

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, strings
[scorpion's solution](#)

259.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: greedy
[scorpion's solution](#)

260.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2012-10-29 · FPC (first AC) · Tags: implementation
[scorpion's solution](#)

261.

234B

[Reading](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 1000 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: sortings

[scorpion's solution](#)

262.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,508 global accepts · Rating: 1000 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: greedy, sortings

[scorpion's solution](#)

263.

221A

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

Quality: 16,804 global accepts · Rating: 1000 · first AC: 2012-08-31 · FPC (first AC) · Tags: implementation, math

[scorpion's solution](#)

264.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,332 global accepts · Rating: 1000 · first AC: 2012-08-29 · GNU C++ (first AC) · Tags: implementation, strings

[scorpion's solution](#)

265.

125B

[Simple XML](#) · [Tutorial](#)

Quality: 3,713 global accepts · Rating: 1000 · first AC: 2012-07-04 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

266.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,306 global accepts · Rating: 1000 · first AC: 2012-07-04 · GNU C++ (first AC) · Tags: implementation

[scorpion's solution](#)

267.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2011-08-19 · last AC: 2012-06-25 · FPC (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

268.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2011-08-19 · last AC: 2012-06-25 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

269.

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: 1000 · first AC: 2012-06-10 · last AC: 2012-06-10 · GNU C++ (first AC) · Tags: binary search, brute force, math

[scorpion's solution](#)

270.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2012-05-20 · GNU C++ (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

271.

177B1

[Rectangular Game](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1000 · first AC: 2012-04-21 · last AC: 2012-05-20 · FPC (first AC) · Tags: number theory

[scorpion's solution](#)

272.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2012-05-11 · FPC (first AC) · Tags: implementation, math
[scorpion's solution](#)

273.

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,495 global accepts · Rating: 1000 · first AC: 2012-05-11 · FPC (first AC) · Tags: greedy, math
[scorpion's solution](#)

274.

3A

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

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2012-05-08 · FPC (first AC) · Tags: greedy, shortest paths
[scorpion's solution](#)

275.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2012-05-07 · FPC (first AC) · Tags: geometry, sortings
[scorpion's solution](#)

276.

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2012-05-02 · FPC (first AC) · Tags: —
[scorpion's solution](#)

277.

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2012-05-02 · FPC (first AC) · Tags: greedy
[scorpion's solution](#)

278.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,872 global accepts · Rating: 1000 · first AC: 2012-04-27 · FPC (first AC) · Tags: implementation
[scorpion's solution](#)

279.

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,366 global accepts · Rating: 1000 · first AC: 2012-04-26 · FPC (first AC) · Tags: implementation
[scorpion's solution](#)

280.

118B

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

Quality: 34,585 global accepts · Rating: 1000 · first AC: 2012-04-22 · FPC (first AC) · Tags: constructive algorithms, implementation
[scorpion's solution](#)

281.

75A

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

Quality: 29,727 global accepts · Rating: 1000 · first AC: 2012-04-10 · FPC (first AC) · Tags: implementation
[scorpion's solution](#)

282.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,041 global accepts · Rating: 1000 · first AC: 2012-04-10 · FPC (first AC) · Tags: greedy
[scorpion's solution](#)

283.

43A

[Football](#) · [Tutorial](#)

Quality: 69,176 global accepts · Rating: 1000 · first AC: 2012-03-30 · FPC (first AC) · Tags: strings

[scorpion's solution](#)

284.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2012-03-26 · FPC (first AC) · Tags: brute force, math, number theory

[scorpion's solution](#)

285.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,279 global accepts · Rating: 1000 · first AC: 2012-03-17 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

286.

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2012-02-03 · FPC (first AC) · Tags: brute force, math

[scorpion's solution](#)

287.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,642 global accepts · Rating: 1000 · first AC: 2012-02-03 · last AC: 2012-02-03 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

288.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,514 global accepts · Rating: 1000 · first AC: 2011-12-24 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

289.

58A

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Quality: 156,015 global accepts · Rating: 1000 · first AC: 2011-01-31 · last AC: 2011-07-04 · FPC (first AC) · Tags: greedy, strings

[scorpion's solution](#)

290.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,475 global accepts · Rating: 1000 · first AC: 2011-12-06 · FPC (first AC) · Tags: implementation, strings

[scorpion's solution](#)

291.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,991 global accepts · Rating: 1000 · first AC: 2011-11-28 · FPC (first AC) · Tags: implementation, strings

[scorpion's solution](#)

292.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,583 global accepts · Rating: 1000 · first AC: 2011-11-19 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

293.

127B

[Canvas Frames](#) · [Tutorial](#)

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[scorpion's solution](#)

294.

124A

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Quality: 44,212 global accepts · Rating: 1000 · first AC: 2011-11-03 · FPC (first AC) · Tags: math

[scorpion's solution](#)

295.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1000 · first AC: 2011-10-27 · FPC (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

296.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,819 global accepts · Rating: 1000 · first AC: 2011-10-27 · FPC (first AC) · Tags: brute force, number theory

[scorpion's solution](#)

297.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1000 · first AC: 2011-10-18 · FPC (first AC) · Tags: brute force, implementation, math

[scorpion's solution](#)

298.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,279 global accepts · Rating: 1000 · first AC: 2010-09-20 · last AC: 2011-03-05 · FPC (first AC) · Tags: brute force

[scorpion's solution](#)

299.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2011-09-08 · FPC (first AC) · Tags: math

[scorpion's solution](#)

300.

110C

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

Rating: 1000 · first AC: 2011-08-29 · FPC (first AC) · Tags: implementation, math

[scorpion's solution](#)

301.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2011-08-23 · last AC: 2011-08-24 · FPC (first AC) · Tags: implementation, strings

[scorpion's solution](#)

302.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,944 global accepts · Rating: 1000 · first AC: 2011-08-03 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

303.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,302 global accepts · Rating: 1000 · first AC: 2011-03-20 · last AC: 2011-07-07 · FPC (first AC) · Tags: math

[scorpion's solution](#)

304.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2011-06-30 · FPC (first AC) · Tags: sortings

[scorpion's solution](#)

305.

5A

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

Quality: 11,128 global accepts · Rating: 1000 · first AC: 2011-03-20 · FPC (first AC) · Tags: implementation
[scorpion's solution](#)

306.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[scorpion's solution](#)

307.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[scorpion's solution](#)

308.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,868 global accepts · Rating: 1100 · first AC: 2025-06-20 · last AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
[scorpion's solution](#)

309.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[scorpion's solution](#)

310.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,014 global accepts · Rating: 1100 · first AC: 2025-03-25 · Python 3 (first AC) · Tags: implementation, math
[scorpion's solution](#)

311.

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[scorpion's solution](#)

312.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,460 global accepts · Rating: 1100 · first AC: 2024-09-27 · Python 3 (first AC) · Tags: binary search, greedy, math
[scorpion's solution](#)

313.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,475 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings
[scorpion's solution](#)

314.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[scorpion's solution](#)

315.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,739 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[scorpion's solution](#)

316.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[scorpion's solution](#)

317.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[scorpion's solution](#)

318.

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special
[scorpion's solution](#)

319.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2018-06-01 · Python 2 (first AC) · Tags: sortings, strings
[scorpion's solution](#)

320.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation, number theory
[scorpion's solution](#)

321.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-14 · PyPy 2 (first AC) · Tags: greedy, implementation, strings
[scorpion's solution](#)

322.

690A1

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

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

323.

368B

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

Quality: 49,907 global accepts · Rating: 1100 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: data structures, dp
[scorpion's solution](#)

324.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2016-02-27 · Python 3 (first AC) · Tags: brute force, math, number theory
[scorpion's solution](#)

325.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,717 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory
[scorpion's solution](#)

326.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[scorpion's solution](#)

327.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,921 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[scorpion's solution](#)

328.

618B

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

Quality: 8,326 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[scorpion's solution](#)

329.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: greedy, implementation

[scorpion's solution](#)

330.

596A

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

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: geometry, implementation

[scorpion's solution](#)

331.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2015-09-29 · last AC: 2015-09-29 · Python 3 (first AC) · Tags: implementation, math

[scorpion's solution](#)

332.

558A

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

Quality: 10,996 global accepts · Rating: 1100 · first AC: 2015-07-16 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[scorpion's solution](#)

333.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,331 global accepts · Rating: 1100 · first AC: 2015-05-29 · Python 2 (first AC) · Tags: brute force, implementation, strings

[scorpion's solution](#)

334.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2014-09-04 · last AC: 2015-04-29 · GNU C++ (first AC) · Tags: brute force, implementation, math

[scorpion's solution](#)

335.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2015-04-14 · Python 2 (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[scorpion's solution](#)

336.

527A

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

Quality: 15,554 global accepts · Rating: 1100 · first AC: 2015-03-18 · Python 2 (first AC) · Tags: implementation, math

[scorpion's solution](#)

337.

522B

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

Quality: 9,524 global accepts · Rating: 1100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, data structures, dp, implementation

[scorpion's solution](#)

338.

475A

[Bayan Bus](#) · [Tutorial](#)

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

[scorpion's solution](#)

339.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,799 global accepts · Rating: 1100 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: sortings

[scorpion's solution](#)

340.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,512 global accepts · Rating: 1100 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: data structures, implementation

[scorpion's solution](#)

341.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2014-01-11 · MS C# (first AC) · Tags: brute force, implementation, math

[scorpion's solution](#)

342.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,730 global accepts · Rating: 1100 · first AC: 2013-11-09 · MS C# (first AC) · Tags: greedy, implementation

[scorpion's solution](#)

343.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2013-07-26 · GNU C++ (first AC) · Tags: dp, implementation

[scorpion's solution](#)

344.

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2013-05-28 · FPC (first AC) · Tags: implementation, strings

[scorpion's solution](#)

345.

296A

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

Quality: 26,043 global accepts · Rating: 1100 · first AC: 2013-05-25 · GNU C++ (first AC) · Tags: greedy, math

[scorpion's solution](#)

346.

300A

[Array](#) · [Tutorial](#)

Quality: 27,230 global accepts · Rating: 1100 · first AC: 2013-04-25 · FPC (first AC) · Tags: brute force, constructive algorithms, implementation

[scorpion's solution](#)

347.

292A

[SMSC](#) · [Tutorial](#)

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

[scorpion's solution](#)

348.

289A

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

Quality: 10,327 global accepts · Rating: 1100 · first AC: 2013-04-09 · FPC (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

349.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,985 global accepts · Rating: 1100 · first AC: 2013-03-23 · FPC (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

350.

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1100 · first AC: 2013-03-21 · FPC (first AC) · Tags: greedy, implementation

[scorpion's solution](#)

351.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,830 global accepts · Rating: 1100 · first AC: 2013-02-02 · GNU C++ (first AC) · Tags: geometry, implementation, math

[scorpion's solution](#)

352.

259C

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

Rating: 1100 · first AC: 2013-01-19 · FPC (first AC) · Tags: greedy, strings

[scorpion's solution](#)

353.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2013-01-08 · FPC (first AC) · Tags: greedy, implementation, sortings

[scorpion's solution](#)

354.

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2012-12-22 · FPC (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

355.

258A

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

Quality: 26,508 global accepts · Rating: 1100 · first AC: 2012-12-22 · FPC (first AC) · Tags: greedy, math

[scorpion's solution](#)

356.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1100 · first AC: 2012-12-10 · GNU C++ (first AC) · Tags: greedy

[scorpion's solution](#)

357.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1100 · first AC: 2012-12-06 · FPC (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

358.

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,521 global accepts · Rating: 1100 · first AC: 2012-11-19 · FPC (first AC) · Tags: implementation, strings

[scorpion's solution](#)

359.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,359 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: implementation, sortings

[scorpion's solution](#)

360.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

361.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,293 global accepts · Rating: 1100 · first AC: 2012-10-15 · FPC (first AC) · Tags: brute force, geometry, math

[scorpion's solution](#)

362.

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,441 global accepts · Rating: 1100 · first AC: 2012-09-24 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

363.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1100 · first AC: 2012-09-19 · FPC (first AC) · Tags: constructive algorithms, greedy

[scorpion's solution](#)

364.

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,533 global accepts · Rating: 1100 · first AC: 2012-08-18 · FPC (first AC) · Tags: brute force, constructive algorithms, implementation

[scorpion's solution](#)

365.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,376 global accepts · Rating: 1100 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: implementation

[scorpion's solution](#)

366.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1100 · first AC: 2012-07-04 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[scorpion's solution](#)

367.

6B

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

Quality: 14,828 global accepts · Rating: 1100 · first AC: 2012-06-30 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

368.

46B

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

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2012-06-15 · GNU C++ (first AC) · Tags: implementation

[scorpion's solution](#)

369.

197C

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

Rating: 1100 · first AC: 2012-06-12 · FPC (first AC) · Tags: greedy, implementation, sortings, strings

[scorpion's solution](#)

370.

196A

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

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-06-12 · FPC (first AC) · Tags: greedy, strings

[scorpion's solution](#)

371.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,665 global accepts · Rating: 1100 · first AC: 2012-05-31 · GNU C++ (first AC) · Tags: math

[scorpion's solution](#)

372.

192B

[Walking in the Rain](#) · [Tutorial](#)

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2012-05-28 · GNU C++ (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

373.

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2012-05-17 · FPC (first AC) · Tags: greedy, math

[scorpion's solution](#)

374.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,256 global accepts · Rating: 1100 · first AC: 2012-05-11 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

375.

90B

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

Quality: 5,717 global accepts · Rating: 1100 · first AC: 2012-05-11 · FPC (first AC) · Tags: implementation, strings

[scorpion's solution](#)

376.

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,329 global accepts · Rating: 1100 · first AC: 2012-05-07 · FPC (first AC) · Tags: implementation, math

[scorpion's solution](#)

377.

186A

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

Quality: 18,465 global accepts · Rating: 1100 · first AC: 2012-05-04 · FPC (first AC) · Tags: implementation, strings

[scorpion's solution](#)

378.

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 1100 · first AC: 2012-05-02 · FPC (first AC) · Tags: greedy

[scorpion's solution](#)

379.

174A

[Problem About Equation](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 1100 · first AC: 2012-04-08 · FPC (first AC) · Tags: math

[scorpion's solution](#)

380.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,496 global accepts · Rating: 1100 · first AC: 2012-03-30 · FPC (first AC) · Tags: implementation, strings

[scorpion's solution](#)

381.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,007 global accepts · Rating: 1100 · first AC: 2012-03-26 · FPC (first AC) · Tags: binary search, implementation, sortings

[scorpion's solution](#)

382.

68A

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

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2012-03-26 · FPC (first AC) · Tags: implementation, number theory

[scorpion's solution](#)

383.

162A

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

Quality: 842 global accepts · Rating: 1100 · first AC: 2012-03-26 · Factor (first AC) · Tags: *special, implementation

[scorpion's solution](#)

384.

169B

[Replacing Digits](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1100 · first AC: 2012-03-25 · FPC (first AC) · Tags: greedy

[scorpion's solution](#)

385.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2012-03-10 · FPC (first AC) · Tags: greedy, sortings

[scorpion's solution](#)

386.

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 1100 · first AC: 2012-03-10 · FPC (first AC) · Tags: *special, greedy, sortings

[scorpion's solution](#)

387.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2012-03-03 · FPC (first AC) · Tags: *special, greedy, implementation

[scorpion's solution](#)

388.

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2012-02-24 · FPC (first AC) · Tags: greedy, sortings

[scorpion's solution](#)

389.

104B

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

Rating: 1100 · first AC: 2012-02-04 · FPC (first AC) · Tags: math

[scorpion's solution](#)

390.

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,794 global accepts · Rating: 1100 · first AC: 2011-12-20 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

391.

12B

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

Quality: 9,672 global accepts · Rating: 1100 · first AC: 2011-11-19 · FPC (first AC) · Tags: implementation, sortings

[scorpion's solution](#)

392.

121A

[Lucky Sum](#) · [Tutorial](#)

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

[scorpion's solution](#)

393.

122C

[Lucky Sum](#) · [Tutorial](#)

Rating: 1100 · first AC: 2011-10-27 · FPC (first AC) · Tags: brute force, math

[scorpion's solution](#)

394.

120C

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

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2011-10-19 · FPC (first AC) · Tags: implementation, math

[scorpion's solution](#)

395.

120B

[Quiz League](#) · [Tutorial](#)

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

[scorpion's solution](#)

396.

116B

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

Quality: 14,616 global accepts · Rating: 1100 · first AC: 2011-09-15 · FPC (first AC) · Tags: greedy, implementation

[scorpion's solution](#)

397.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1100 · first AC: 2011-08-29 · FPC (first AC) · Tags: constructive algorithms, strings

[scorpion's solution](#)

398.

103A

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

Quality: 6,575 global accepts · Rating: 1100 · first AC: 2011-08-08 · FPC (first AC) · Tags: greedy, implementation, math

[scorpion's solution](#)

399.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2011-05-06 · FPC (first AC) · Tags: implementation, math

[scorpion's solution](#)

400.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2011-03-19 · FPC (first AC) · Tags: brute force, constructive algorithms

[scorpion's solution](#)

401.

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2011-03-07 · FPC (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

402.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[scorpion's solution](#)

403.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

sortings, two pointers

[scorpion's solution](#)

404.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[scorpion's solution](#)

405.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,750 global accepts · Rating: 1200 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[scorpion's solution](#)

406.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-13 · Python 3 (first AC) · Tags: constructive algorithms

[scorpion's solution](#)

407.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[scorpion's solution](#)

408.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-06-09 · Python 3 (first AC) · Tags: binary search, math, number theory

[scorpion's solution](#)

409.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[scorpion's solution](#)

410.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,293 global accepts · Rating: 1200 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[scorpion's solution](#)

411.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[scorpion's solution](#)

412.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,815 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[scorpion's solution](#)

413.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[scorpion's solution](#)

414.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[scorpion's solution](#)

415.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[scorpion's solution](#)

416.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[scorpion's solution](#)

417.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[scorpion's solution](#)

418.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[scorpion's solution](#)

419.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[scorpion's solution](#)

420.

1076B

[Divisor Subtraction](#) · [Tutorial](#)

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2018-11-13 · PyPy 2 (first AC) · Tags: implementation, math, number theory

[scorpion's solution](#)

421.

1002D1

[Oracle for \$f\(x\) = b * x \bmod 2\$](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 1200 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[scorpion's solution](#)

422.

1001H

[Oracle for \$f\(x\) = \text{parity of the number of 1s in } x\$](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 1200 · first AC: 2018-06-30 · Q# (first AC) · Tags: *special

[scorpion's solution](#)

423.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2018-05-06 · Python 2 (first AC) · Tags: sortings

[scorpion's solution](#)

424.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,349 global accepts · Rating: 1200 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation,

two pointers

[scorpion's solution](#)

425.

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

[scorpion's solution](#)

426.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2018-02-01 · GNU C++11 (first AC) · Tags: implementation, trees

[scorpion's solution](#)

427.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[scorpion's solution](#)

428.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1200 · first AC: 2017-03-25 · Python 2 (first AC) · Tags: brute force, math, number theory

[scorpion's solution](#)

429.

769B

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

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, greedy, two pointers

[scorpion's solution](#)

430.

765C

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

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · PyPy 2 (first AC) · Tags: math

[scorpion's solution](#)

431.

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

[scorpion's solution](#)

432.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[scorpion's solution](#)

433.

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

[scorpion's solution](#)

434.

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

[scorpion's solution](#)

435.

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

[scorpion's solution](#)

436.

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

[scorpion's solution](#)

437.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,859 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[scorpion's solution](#)

438.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2016-02-26 · last AC: 2016-02-26 · Python 3 (first AC) · Tags: implementation, math

[scorpion's solution](#)

439.

630R

[Game](#) · [Tutorial](#)

Quality: 9,590 global accepts · Rating: 1200 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: games, math

[scorpion's solution](#)

440.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[scorpion's solution](#)

441.

625B

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

Quality: 11,453 global accepts · Rating: 1200 · first AC: 2016-02-07 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, strings

[scorpion's solution](#)

442.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[scorpion's solution](#)

443.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2015-02-14 · PyPy 2 (first AC) · Tags: greedy, implementation

[scorpion's solution](#)

444.

492B

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

Quality: 90,206 global accepts · Rating: 1200 · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: binary search, implementation, math, sortings

[scorpion's solution](#)

445.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 1200 · first AC: 2014-09-06 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math, strings

[scorpion's solution](#)

446.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: math, number theory
[scorpion's solution](#)

447.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2014-01-11 · MS C# (first AC) · Tags: implementation, math
[scorpion's solution](#)

448.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[scorpion's solution](#)

449.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2013-11-09 · MS C# (first AC) · Tags: math
[scorpion's solution](#)

450.

350A

[TL](#) · [Tutorial](#)

Quality: 17,531 global accepts · Rating: 1200 · first AC: 2013-11-09 · MS C# (first AC) · Tags: brute force, greedy, implementation
[scorpion's solution](#)

451.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: brute force, graphs, math
[scorpion's solution](#)

452.

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: greedy, implementation
[scorpion's solution](#)

453.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1200 · first AC: 2013-07-04 · GNU C++ (first AC) · Tags: math
[scorpion's solution](#)

454.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2013-07-04 · GNU C++ (first AC) · Tags: brute force, dp, implementation
[scorpion's solution](#)

455.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2013-06-10 · GNU C++ (first AC) · Tags: implementation
[scorpion's solution](#)

456.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2013-05-25 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[scorpion's solution](#)

457.

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: brute force, math

[scorpion's solution](#)

458.

302B

[Eugeny and Play List](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1200 · first AC: 2013-05-06 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers

[scorpion's solution](#)

459.

265C

[Escape from Stones](#) · [Tutorial](#)

Rating: 1200 · first AC: 2013-04-26 · FPC (first AC) · Tags: greedy, implementation

[scorpion's solution](#)

460.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: graphs, implementation

[scorpion's solution](#)

461.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2013-03-21 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

462.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2013-03-21 · FPC (first AC) · Tags: greedy, implementation, sortings

[scorpion's solution](#)

463.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2013-01-20 · FPC (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[scorpion's solution](#)

464.

262B

[Roma and Changing Signs](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: greedy

[scorpion's solution](#)

465.

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2012-12-17 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

466.

254A

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

Quality: 7,737 global accepts · Rating: 1200 · first AC: 2012-12-12 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[scorpion's solution](#)

467.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2012-11-11 · FPC (first AC) · Tags: greedy, implementation, math

[scorpion's solution](#)

468.

234A

[Lefthanders and Righthanders](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1200 · first AC: 2012-10-16 · FPC (first AC) · Tags: implementation
[scorpion's solution](#)

469.

222A

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

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2012-09-10 · FPC (first AC) · Tags: brute force, implementation
[scorpion's solution](#)

470.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,346 global accepts · Rating: 1200 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[scorpion's solution](#)

471.

216A

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

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2012-08-15 · FPC (first AC) · Tags: implementation, math
[scorpion's solution](#)

472.

208D

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

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2012-07-24 · FPC (first AC) · Tags: implementation
[scorpion's solution](#)

473.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2012-07-03 · FPC (first AC) · Tags: brute force, implementation
[scorpion's solution](#)

474.

6C

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

Quality: 17,488 global accepts · Rating: 1200 · first AC: 2012-06-17 · GNU C++ (first AC) · Tags: greedy, two pointers
[scorpion's solution](#)

475.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1200 · first AC: 2012-06-15 · FPC (first AC) · Tags: brute force, implementation, math
[scorpion's solution](#)

476.

194B

[Square](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1200 · first AC: 2012-06-04 · FPC (first AC) · Tags: math
[scorpion's solution](#)

477.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2012-06-03 · last AC: 2012-06-03 · FPC (first AC) · Tags: strings
[scorpion's solution](#)

478.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,765 global accepts · Rating: 1200 · first AC: 2012-06-03 · FPC (first AC) · Tags: implementation, strings
[scorpion's solution](#)

479.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,081 global accepts · Rating: 1200 · first AC: 2012-06-03 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

480.

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1200 · first AC: 2012-06-03 · FPC (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

481.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2012-06-01 · FPC (first AC) · Tags: implementation, sortings

[scorpion's solution](#)

482.

23A

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

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2012-05-31 · FPC (first AC) · Tags: brute force, greedy

[scorpion's solution](#)

483.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2012-05-30 · GNU C++ (first AC) · Tags: data structures, implementation

[scorpion's solution](#)

484.

171A

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

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2012-05-20 · GNU C++ (first AC) · Tags: *special, constructive algorithms

[scorpion's solution](#)

485.

134A

[Average Numbers](#) · [Tutorial](#)

Quality: 4,793 global accepts · Rating: 1200 · first AC: 2012-05-20 · last AC: 2012-05-20 · GNU C++ (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

486.

33A

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

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2012-05-20 · GNU C++ (first AC) · Tags: greedy, implementation

[scorpion's solution](#)

487.

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2012-04-21 · last AC: 2012-05-20 · FPC (first AC) · Tags: number theory

[scorpion's solution](#)

488.

63B

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

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2012-05-19 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

489.

101A

[Homework](#) · [Tutorial](#)

Quality: 4,370 global accepts · Rating: 1200 · first AC: 2012-05-16 · FPC (first AC) · Tags: greedy

[scorpion's solution](#)

490.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2012-05-12 · last AC: 2012-05-12 · FPC (first AC) · Tags: implementation, math
[scorpion's solution](#)

491.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2012-05-11 · FPC (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[scorpion's solution](#)

492.

80B

[Depression](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 1200 · first AC: 2012-05-08 · FPC (first AC) · Tags: geometry, math
[scorpion's solution](#)

493.

151B

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,862 global accepts · Rating: 1200 · first AC: 2012-05-07 · FPC (first AC) · Tags: implementation, strings
[scorpion's solution](#)

494.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2012-05-06 · FPC (first AC) · Tags: constructive algorithms, greedy
[scorpion's solution](#)

495.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,558 global accepts · Rating: 1200 · first AC: 2012-05-06 · FPC (first AC) · Tags: greedy
[scorpion's solution](#)

496.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2012-05-05 · FPC (first AC) · Tags: implementation
[scorpion's solution](#)

497.

186B

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

Quality: 6,179 global accepts · Rating: 1200 · first AC: 2012-05-04 · FPC (first AC) · Tags: greedy, sortings
[scorpion's solution](#)

498.

180F

[Mathematical Analysis Rocks!](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1200 · first AC: 2012-04-22 · last AC: 2012-04-22 · FPC (first AC) · Tags: constructive algorithms, implementation, math
[scorpion's solution](#)

499.

177D1

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 1200 · first AC: 2012-04-21 · FPC (first AC) · Tags: brute force
[scorpion's solution](#)

500.

181C

[Trading Business](#) · [Tutorial](#)

Rating: 1200 · first AC: 2012-04-20 · FPC (first AC) · Tags: games, graph matchings, greedy
[scorpion's solution](#)

501.

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2012-04-20 · FPC (first AC) · Tags: greedy, sortings

[scorpion's solution](#)

502.

172B

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

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-04-19 · FPC (first AC) · Tags: *special, implementation, number theory

[scorpion's solution](#)

503.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1200 · first AC: 2012-03-26 · FPC (first AC) · Tags: implementation, number theory

[scorpion's solution](#)

504.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,189 global accepts · Rating: 1200 · first AC: 2012-02-05 · FPC (first AC) · Tags: brute force, geometry, implementation

[scorpion's solution](#)

505.

9C

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

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2012-02-05 · FPC (first AC) · Tags: brute force, implementation, math

[scorpion's solution](#)

506.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2012-02-05 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

507.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,939 global accepts · Rating: 1200 · first AC: 2012-02-04 · FPC (first AC) · Tags: greedy, implementation

[scorpion's solution](#)

508.

143B

[Help Kingdom of Far Far Away 2](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1200 · first AC: 2012-02-04 · FPC (first AC) · Tags: implementation, strings

[scorpion's solution](#)

509.

146C

[Lucky Conversion](#) · [Tutorial](#)

Rating: 1200 · first AC: 2012-02-03 · FPC (first AC) · Tags: greedy

[scorpion's solution](#)

510.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2011-12-20 · FPC (first AC) · Tags: constructive algorithms

[scorpion's solution](#)

511.

131B

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

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2011-11-28 · FPC (first AC) · Tags: implementation, math

[scorpion's solution](#)

512.

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 1200 · first AC: 2011-09-03 · FPC (first AC) · Tags: implementation, math
[scorpion's solution](#)

513.

102C

[Homework](#) · [Tutorial](#)

Rating: 1200 · first AC: 2011-08-03 · FPC (first AC) · Tags: greedy
[scorpion's solution](#)

514.

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2011-08-03 · FPC (first AC) · Tags: brute force
[scorpion's solution](#)

515.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1200 · first AC: 2011-07-11 · FPC (first AC) · Tags: implementation, sortings
[scorpion's solution](#)

516.

88A

[Chord](#) · [Tutorial](#)

Quality: 4,089 global accepts · Rating: 1200 · first AC: 2011-06-07 · FPC (first AC) · Tags: brute force, implementation
[scorpion's solution](#)

517.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,349 global accepts · Rating: 1200 · first AC: 2011-04-27 · FPC (first AC) · Tags: constructive algorithms, implementation
[scorpion's solution](#)

518.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2011-03-22 · FPC (first AC) · Tags: greedy, implementation
[scorpion's solution](#)

519.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search
[scorpion's solution](#)

520.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,213 global accepts · Rating: 1300 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[scorpion's solution](#)

521.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[scorpion's solution](#)

522.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[scorpion's solution](#)

523.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[scorpion's solution](#)

524.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[scorpion's solution](#)

525.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[scorpion's solution](#)

526.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[scorpion's solution](#)

527.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1300 · first AC: 2011-08-24 · last AC: 2022-12-15 · FPC (first AC) · Tags: implementation, strings

[scorpion's solution](#)

528.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,912 global accepts · Rating: 1300 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[scorpion's solution](#)

529.

1209B

[Koala and Lights](#) · [Tutorial](#)

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

[scorpion's solution](#)

530.

1119B

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

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[scorpion's solution](#)

531.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[scorpion's solution](#)

532.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[scorpion's solution](#)

533.

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation
[scorpion's solution](#)

534.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[scorpion's solution](#)

535.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers
[scorpion's solution](#)

536.

1002D2

[Oracle for \$f\(x\) = b * x + \(1 - b\) * \(1 - x\) \bmod 2\$](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 1300 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special
[scorpion's solution](#)

537.

1002B1

[Distinguish zero state and W state](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 1300 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special
[scorpion's solution](#)

538.

1002A2

[Generate superposition of zero state and a basis state](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 1300 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special
[scorpion's solution](#)

539.

1001F

[Distinguish multi-qubit basis states](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 1300 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special
[scorpion's solution](#)

540.

957A

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

Quality: 5,998 global accepts · Rating: 1300 · first AC: 2018-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[scorpion's solution](#)

541.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[scorpion's solution](#)

542.

953A

[2-3-numbers](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-17 · Rust (first AC) · Tags: —
[scorpion's solution](#)

543.

919C

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

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: brute force, implementation
[scorpion's solution](#)

544.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2017-12-05 · last AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[scorpion's solution](#)

545.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-25 · Python 2 (first AC) · Tags: greedy, implementation, math

[scorpion's solution](#)

546.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,891 global accepts · Rating: 1300 · first AC: 2012-05-10 · last AC: 2017-01-23 · FPC (first AC) · Tags: brute force, dp

[scorpion's solution](#)

547.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[scorpion's solution](#)

548.

722A

[Broken Clock](#) · [Tutorial](#)

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

[scorpion's solution](#)

549.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1300 · first AC: 2013-05-28 · last AC: 2016-04-07 · FPC (first AC) · Tags: math, probabilities

[scorpion's solution](#)

550.

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

[scorpion's solution](#)

551.

633B

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

Quality: 7,239 global accepts · Rating: 1300 · first AC: 2016-02-27 · last AC: 2016-02-27 · Python 3 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[scorpion's solution](#)

552.

612A

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

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2016-02-26 · last AC: 2016-02-26 · PyPy 3 (first AC) · Tags: brute force, implementation, strings

[scorpion's solution](#)

553.

628C

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

Quality: 6,523 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: greedy, strings

[scorpion's solution](#)

554.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[scorpion's solution](#)

555.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: combinatorics, math

[scorpion's solution](#)

556.

626B

[Cards](#) · [Tutorial](#)

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

[scorpion's solution](#)

557.

621B

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

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: combinatorics, implementation

[scorpion's solution](#)

558.

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-31 · Python 3 (first AC) · Tags: bitmasks, brute force, implementation

[scorpion's solution](#)

559.

476B

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

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[scorpion's solution](#)

560.

558B

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

Quality: 8,361 global accepts · Rating: 1300 · first AC: 2015-07-16 · GNU C++11 (first AC) · Tags: implementation

[scorpion's solution](#)

561.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2015-06-10 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation

[scorpion's solution](#)

562.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,267 global accepts · Rating: 1300 · first AC: 2015-02-10 · GNU C++0x (first AC) · Tags: dfs and similar, trees

[scorpion's solution](#)

563.

450B

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

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2014-09-06 · GNU C++ (first AC) · Tags: implementation, math

[scorpion's solution](#)

564.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 1300 · first AC: 2013-07-26 · GNU C++ (first AC) · Tags: implementation

[scorpion's solution](#)

565.

318B

[Strings of Power](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1300 · first AC: 2013-07-26 · GNU C++ (first AC) · Tags: implementation, strings, two pointers
[scorpion's solution](#)

566.

330B

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

Quality: 19,388 global accepts · Rating: 1300 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: constructive algorithms, graphs
[scorpion's solution](#)

567.

312C

[The Closest Pair](#) · [Tutorial](#)

Rating: 1300 · first AC: 2013-06-06 · FPC (first AC) · Tags: constructive algorithms
[scorpion's solution](#)

568.

303A

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

Quality: 8,572 global accepts · Rating: 1300 · first AC: 2013-05-12 · FPC (first AC) · Tags: constructive algorithms, implementation, math
[scorpion's solution](#)

569.

291B

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

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: *special, implementation, strings
[scorpion's solution](#)

570.

288A

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

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-04-09 · GNU C++ (first AC) · Tags: greedy
[scorpion's solution](#)

571.

289C

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

Rating: 1300 · first AC: 2013-04-09 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[scorpion's solution](#)

572.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,462 global accepts · Rating: 1300 · first AC: 2013-03-20 · FPC (first AC) · Tags: binary search, brute force, math, number theory
[scorpion's solution](#)

573.

276B

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

Quality: 32,110 global accepts · Rating: 1300 · first AC: 2013-02-24 · FPC (first AC) · Tags: games, greedy
[scorpion's solution](#)

574.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 1300 · first AC: 2013-01-08 · FPC (first AC) · Tags: games, greedy, implementation
[scorpion's solution](#)

575.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,349 global accepts · Rating: 1300 · first AC: 2012-12-06 · FPC (first AC) · Tags: binary search, combinatorics, two pointers
[scorpion's solution](#)

576.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-12-02 · GNU C++ (first AC) · Tags: greedy

[scorpion's solution](#)

577.

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1300 · first AC: 2012-11-22 · GNU C++ (first AC) · Tags: greedy, math

[scorpion's solution](#)

578.

238A

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

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2012-11-14 · FPC (first AC) · Tags: constructive algorithms, math

[scorpion's solution](#)

579.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2012-10-21 · last AC: 2012-10-21 · GNU C++ (first AC) · Tags: implementation, number theory

[scorpion's solution](#)

580.

234C

[Weather](#) · [Tutorial](#)

Quality: 5,948 global accepts · Rating: 1300 · first AC: 2012-10-16 · FPC (first AC) · Tags: dp, implementation

[scorpion's solution](#)

581.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2012-10-01 · FPC (first AC) · Tags: binary search, implementation, math, number theory

[scorpion's solution](#)

582.

227A

[Where do I Turn?](#) · [Tutorial](#)

Quality: 4,585 global accepts · Rating: 1300 · first AC: 2012-09-24 · FPC (first AC) · Tags: geometry

[scorpion's solution](#)

583.

222B

[Cosmic Tables](#) · [Tutorial](#)

Quality: 6,567 global accepts · Rating: 1300 · first AC: 2012-09-10 · FPC (first AC) · Tags: data structures, implementation

[scorpion's solution](#)

584.

221C

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

Rating: 1300 · first AC: 2012-09-01 · FPC (first AC) · Tags: sortings

[scorpion's solution](#)

585.

220A

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

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2012-08-31 · last AC: 2012-09-01 · FPC (first AC) · Tags: implementation, sortings

[scorpion's solution](#)

586.

221B

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

Quality: 4,909 global accepts · Rating: 1300 · first AC: 2012-08-31 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

587.

215B

[Olympic Medal](#) · [Tutorial](#)

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

[scorpion's solution](#)

588.

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1300 · first AC: 2012-07-03 · FPC (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

589.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2012-05-20 · last AC: 2012-07-03 · GNU C++ (first AC) · Tags: constructive algorithms, geometry, implementation, math

[scorpion's solution](#)

590.

195B

[After Training](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 1300 · first AC: 2012-06-10 · last AC: 2012-06-10 · GNU C++ (first AC) · Tags: data structures, implementation, math

[scorpion's solution](#)

591.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1300 · first AC: 2012-06-08 · GNU C++ (first AC) · Tags: implementation

[scorpion's solution](#)

592.

41C

[Email address](#) · [Tutorial](#)

Quality: 4,195 global accepts · Rating: 1300 · first AC: 2012-06-03 · FPC (first AC) · Tags: expression parsing, implementation

[scorpion's solution](#)

593.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2012-06-03 · FPC (first AC) · Tags: strings

[scorpion's solution](#)

594.

51A

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

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2012-06-01 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

595.

39F

[Pacifist frogs](#) · [Tutorial](#)

Quality: 1,962 global accepts · Rating: 1300 · first AC: 2012-05-31 · GNU C++ (first AC) · Tags: implementation

[scorpion's solution](#)

596.

39H

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

Quality: 3,127 global accepts · Rating: 1300 · first AC: 2012-05-31 · GNU C++ (first AC) · Tags: implementation

[scorpion's solution](#)

597.

39B

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

Quality: 3,098 global accepts · Rating: 1300 · first AC: 2012-05-31 · last AC: 2012-05-31 · MS C++ (first AC) · Tags: greedy

[scorpion's solution](#)

598.

136C

[Replacement](#) · [Tutorial](#)

Rating: 1300 · first AC: 2012-05-28 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[scorpion's solution](#)

599.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2012-05-28 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[scorpion's solution](#)

600.

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2012-05-18 · last AC: 2012-05-18 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

601.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1300 · first AC: 2012-05-12 · FPC (first AC) · Tags: dfs and similar, greedy, implementation

[scorpion's solution](#)

602.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2012-05-11 · FPC (first AC) · Tags: constructive algorithms, implementation

[scorpion's solution](#)

603.

60A

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

Quality: 4,284 global accepts · Rating: 1300 · first AC: 2012-05-11 · FPC (first AC) · Tags: implementation, two pointers

[scorpion's solution](#)

604.

96B

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

Quality: 19,113 global accepts · Rating: 1300 · first AC: 2011-07-08 · last AC: 2012-05-10 · FPC (first AC) · Tags: binary search, bitmasks, brute force

[scorpion's solution](#)

605.

189B

[Counting Rhombi](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1300 · first AC: 2012-05-10 · FPC (first AC) · Tags: brute force, math

[scorpion's solution](#)

606.

62A

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

Quality: 3,774 global accepts · Rating: 1300 · first AC: 2012-05-08 · FPC (first AC) · Tags: greedy, math

[scorpion's solution](#)

607.

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2012-05-08 · FPC (first AC) · Tags: implementation, math

[scorpion's solution](#)

608.

152B

[Steps](#) · [Tutorial](#)

Quality: 7,388 global accepts · Rating: 1300 · first AC: 2012-05-07 · FPC (first AC) · Tags: binary search, implementation

[scorpion's solution](#)

609.

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1300 · first AC: 2012-05-07 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

610.

173A

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

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-05-07 · FPC (first AC) · Tags: implementation, math

[scorpion's solution](#)

611.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2012-05-04 · FPC (first AC) · Tags: math

[scorpion's solution](#)

612.

186C

[Plant](#) · [Tutorial](#)

Rating: 1300 · first AC: 2012-05-04 · FPC (first AC) · Tags: dp, math, matrices, number theory

[scorpion's solution](#)

613.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,893 global accepts · Rating: 1300 · first AC: 2012-04-27 · FPC (first AC) · Tags: brute force

[scorpion's solution](#)

614.

181B

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

Quality: 3,518 global accepts · Rating: 1300 · first AC: 2012-04-20 · FPC (first AC) · Tags: binary search, brute force

[scorpion's solution](#)

615.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,277 global accepts · Rating: 1300 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: implementation, math

[scorpion's solution](#)

616.

84B

[Magical Array](#) · [Tutorial](#)

Rating: 1300 · first AC: 2012-04-09 · FPC (first AC) · Tags: combinatorics, implementation

[scorpion's solution](#)

617.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2012-04-08 · FPC (first AC) · Tags: *special, brute force

[scorpion's solution](#)

618.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2012-04-08 · FPC (first AC) · Tags: *special, combinatorics

[scorpion's solution](#)

619.

43C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 4,763 global accepts · Rating: 1300 · first AC: 2012-03-30 · FPC (first AC) · Tags: greedy

[scorpion's solution](#)

620.

161A

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

Quality: 5,478 global accepts · Rating: 1300 · first AC: 2012-03-11 · FPC (first AC) · Tags: binary search, brute force, greedy, two pointers

[scorpion's solution](#)

621.

158D

[Ice Sculptures](#) · [Tutorial](#)

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

[scorpion's solution](#)

622.

133C

[Turing Tape](#) · [Tutorial](#)

Rating: 1300 · first AC: 2012-02-05 · FPC (first AC) · Tags: implementation, math

[scorpion's solution](#)

623.

132A

[Turing Tape](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 1300 · first AC: 2012-02-05 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

624.

56B

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

Quality: 4,024 global accepts · Rating: 1300 · first AC: 2012-02-03 · last AC: 2012-02-03 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

625.

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2012-02-03 · FPC (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

626.

147A

[Punctuation](#) · [Tutorial](#)

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

[scorpion's solution](#)

627.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2011-12-09 · FPC (first AC) · Tags: greedy, implementation, sortings

[scorpion's solution](#)

628.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1300 · first AC: 2011-01-31 · last AC: 2011-10-19 · FPC (first AC) · Tags: greedy

[scorpion's solution](#)

629.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2011-11-03 · FPC (first AC) · Tags: implementation, number theory, strings

[scorpion's solution](#)

630.

124C

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

Rating: 1300 · first AC: 2011-11-03 · FPC (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, number theory, sortings, strings

[scorpion's solution](#)

631.

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2011-06-30 · last AC: 2011-06-30 · FPC (first AC) · Tags: graphs, implementation, math
[scorpion's solution](#)

632.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1300 · first AC: 2011-07-11 · FPC (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy
[scorpion's solution](#)

633.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2011-07-09 · FPC (first AC) · Tags: expression parsing, implementation, sortings, strings
[scorpion's solution](#)

634.

4C

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

Quality: 108,189 global accepts · Rating: 1300 · first AC: 2011-07-09 · FPC (first AC) · Tags: data structures, hashing, implementation
[scorpion's solution](#)

635.

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2011-06-20 · FPC (first AC) · Tags: greedy
[scorpion's solution](#)

636.

83A

[Magical Array](#) · [Tutorial](#)

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

637.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2011-05-06 · FPC (first AC) · Tags: math
[scorpion's solution](#)

638.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1300 · first AC: 2011-03-19 · FPC (first AC) · Tags: implementation
[scorpion's solution](#)

639.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,683 global accepts · Rating: 1400 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[scorpion's solution](#)

640.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[scorpion's solution](#)

641.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, trees

[scorpion's solution](#)

642.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[scorpion's solution](#)

643.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings

[scorpion's solution](#)

644.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[scorpion's solution](#)

645.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[scorpion's solution](#)

646.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-27 · Python 3 (first AC) · Tags: brute force, data structures, greedy, sortings

[scorpion's solution](#)

647.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,591 global accepts · Rating: 1400 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[scorpion's solution](#)

648.

516A

[Drazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[scorpion's solution](#)

649.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[scorpion's solution](#)

650.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,600 global accepts · Rating: 1400 · first AC: 2019-02-07 · Python 2 (first AC) · Tags: greedy, sortings

[scorpion's solution](#)

651.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[scorpion's solution](#)

652.

1001G

[Oracle for \$f\(x\) = k\$ -th element of \$x\$](#) · Tutorial

Quality: 552 global accepts · Rating: 1400 · first AC: 2018-06-30 · Q# (first AC) · Tags: *special
[scorpion's solution](#)

653.

1001B

[Generate Bell state](#) · Tutorial

Quality: 721 global accepts · Rating: 1400 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special
[scorpion's solution](#)

654.

1001C

[Generate GHZ state](#) · Tutorial

Quality: 666 global accepts · Rating: 1400 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special
[scorpion's solution](#)

655.

1001D

[Distinguish plus state and minus state](#) · Tutorial

Quality: 697 global accepts · Rating: 1400 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special
[scorpion's solution](#)

656.

988C

[Equal Sums](#) · Tutorial

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[scorpion's solution](#)

657.

981C

[Useful Decomposition](#) · Tutorial

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[scorpion's solution](#)

658.

977D

[Divide by three, multiply by two](#) · Tutorial

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2018-05-06 · Python 2 (first AC) · Tags: dfs and similar, math, sortings
[scorpion's solution](#)

659.

961C

[Chessboard](#) · Tutorial

Quality: 5,638 global accepts · Rating: 1400 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation
[scorpion's solution](#)

660.

955B

[Not simply beautiful strings](#) · Tutorial

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-03-23 · Python 2 (first AC) · Tags: implementation
[scorpion's solution](#)

661.

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
[scorpion's solution](#)

662.

757B

[Bash's Big Day](#) · Tutorial

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-14 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[scorpion's solution](#)

663.

710B

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

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: brute force, sortings
[scorpion's solution](#)

664.

641B

[Little Artem and Matrix](#) · Tutorial

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · MS C++ (first AC) · Tags: implementation
[scorpion's solution](#)

665.

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
[scorpion's solution](#)

666.

650A

[Watchmen](#) · Tutorial

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: data structures, geometry, math
[scorpion's solution](#)

667.

630L

[Cracking the Code](#) · Tutorial

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: implementation, math
[scorpion's solution](#)

668.

630H

[Benches](#) · Tutorial

Quality: 5,666 global accepts · Rating: 1400 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: combinatorics, math
[scorpion's solution](#)

669.

581C

[Developing Skills](#) · Tutorial

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math, sortings
[scorpion's solution](#)

670.

548B

[Mike and Fun](#) · Tutorial

Quality: 8,991 global accepts · Rating: 1400 · first AC: 2015-05-29 · GNU C++ (first AC) · Tags: brute force, dp, greedy, implementation
[scorpion's solution](#)

671.

418A

[Football](#) · Tutorial

Rating: 1400 · first AC: 2014-04-17 · last AC: 2015-03-06 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation
[scorpion's solution](#)

672.

520B

[Two Buttons](#) · Tutorial

Quality: 62,200 global accepts · Rating: 1400 · first AC: 2015-03-02 · Python 2 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[scorpion's solution](#)

673.

514B

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

Quality: 22,637 global accepts · Rating: 1400 · first AC: 2015-02-15 · last AC: 2015-02-15 · Python 2 (first AC) · Tags: brute force, data

structures, geometry, implementation, math

[scorpion's solution](#)

674.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force

[scorpion's solution](#)

675.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1400 · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: greedy, sortings

[scorpion's solution](#)

676.

475B

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

Quality: 9,249 global accepts · Rating: 1400 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[scorpion's solution](#)

677.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,316 global accepts · Rating: 1400 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: implementation, strings

[scorpion's solution](#)

678.

436B

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

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

[scorpion's solution](#)

679.

415D

[Mashmikh and ACM](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[scorpion's solution](#)

680.

388A

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

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

[scorpion's solution](#)

681.

379C

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

Quality: 7,049 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings

[scorpion's solution](#)

682.

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2013-07-29 · GNU C++ (first AC) · Tags: greedy

[scorpion's solution](#)

683.

331A1

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

Quality: 1,528 global accepts · Rating: 1400 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

684.

315A

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

Quality: 12,296 global accepts · Rating: 1400 · first AC: 2013-06-10 · GNU C++ (first AC) · Tags: brute force

[scorpion's solution](#)

685.

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,943 global accepts · Rating: 1400 · first AC: 2013-05-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[scorpion's solution](#)

686.

289B

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

Quality: 18,964 global accepts · Rating: 1400 · first AC: 2013-04-09 · GNU C++ (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[scorpion's solution](#)

687.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · FPC (first AC) · Tags: *special, implementation

[scorpion's solution](#)

688.

290A

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

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · FPC (first AC) · Tags: *special, implementation

[scorpion's solution](#)

689.

284A

[Cows and Primitive Roots](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1400 · first AC: 2013-03-18 · FPC (first AC) · Tags: implementation, math, number theory

[scorpion's solution](#)

690.

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,917 global accepts · Rating: 1400 · first AC: 2013-03-04 · FPC (first AC) · Tags: brute force, geometry, implementation

[scorpion's solution](#)

691.

279B

[Books](#) · [Tutorial](#)

Quality: 72,460 global accepts · Rating: 1400 · first AC: 2013-03-04 · FPC (first AC) · Tags: binary search, brute force, implementation, two pointers

[scorpion's solution](#)

692.

277A

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

Quality: 21,583 global accepts · Rating: 1400 · first AC: 2013-02-28 · FPC (first AC) · Tags: dfs and similar, dsu

[scorpion's solution](#)

693.

272B

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

Quality: 4,289 global accepts · Rating: 1400 · first AC: 2013-02-13 · FPC (first AC) · Tags: implementation, math

[scorpion's solution](#)

694.

270B

[Multithreading](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 1400 · first AC: 2013-02-02 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[scorpion's solution](#)

695.

262C

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

Rating: 1400 · first AC: 2013-01-19 · GNU C++ (first AC) · Tags: greedy, sortings

[scorpion's solution](#)

696.

261A

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

Quality: 5,610 global accepts · Rating: 1400 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: greedy, sortings

[scorpion's solution](#)

697.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,588 global accepts · Rating: 1400 · first AC: 2012-12-27 · FPC (first AC) · Tags: implementation, math

[scorpion's solution](#)

698.

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,373 global accepts · Rating: 1400 · first AC: 2012-12-10 · GNU C++ (first AC) · Tags: binary search, dp, sortings, two pointers

[scorpion's solution](#)

699.

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2012-11-27 · FPC (first AC) · Tags: math, number theory

[scorpion's solution](#)

700.

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2012-11-19 · FPC (first AC) · Tags: greedy, implementation

[scorpion's solution](#)

701.

227C

[Flying Saucer Segments](#) · [Tutorial](#)

Rating: 1400 · first AC: 2012-10-29 · FPC (first AC) · Tags: math

[scorpion's solution](#)

702.

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,637 global accepts · Rating: 1400 · first AC: 2012-10-28 · FPC (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

703.

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2012-10-11 · last AC: 2012-10-11 · FPC (first AC) · Tags: binary search, brute force, math

[scorpion's solution](#)

704.

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2012-09-24 · FPC (first AC) · Tags: math

[scorpion's solution](#)

705.

219B

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

Quality: 6,150 global accepts · Rating: 1400 · first AC: 2012-08-29 · GNU C++ (first AC) · Tags: implementation

[scorpion's solution](#)

706.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2012-07-30 · FPC (first AC) · Tags: brute force

[scorpion's solution](#)

707.

205B

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

Quality: 6,477 global accepts · Rating: 1400 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: brute force, greedy

[scorpion's solution](#)

708.

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2012-07-03 · last AC: 2012-07-03 · GNU C++ (first AC) · Tags: greedy, sortings

[scorpion's solution](#)

709.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2012-06-23 · FPC (first AC) · Tags: shortest paths

[scorpion's solution](#)

710.

199D

[Jumping on Walls](#) · [Tutorial](#)

Rating: 1400 · first AC: 2012-06-23 · FPC (first AC) · Tags: dfs and similar, shortest paths

[scorpion's solution](#)

711.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2012-06-15 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[scorpion's solution](#)

712.

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2012-06-12 · FPC (first AC) · Tags: math

[scorpion's solution](#)

713.

44E

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

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2012-06-08 · FPC (first AC) · Tags: dp

[scorpion's solution](#)

714.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,142 global accepts · Rating: 1400 · first AC: 2012-06-04 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

715.

8B

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

Quality: 4,966 global accepts · Rating: 1400 · first AC: 2012-06-03 · FPC (first AC) · Tags: constructive algorithms, graphs, implementation

[scorpion's solution](#)

716.

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,868 global accepts · Rating: 1400 · first AC: 2012-06-03 · FPC (first AC) · Tags: graphs

[scorpion's solution](#)

717.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1400 · first AC: 2012-06-03 · FPC (first AC) · Tags: brute force, math
[scorpion's solution](#)

718.

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: brute force
[scorpion's solution](#)

719.

112C

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

Rating: 1400 · first AC: 2012-05-31 · GNU C++ (first AC) · Tags: greedy, math
[scorpion's solution](#)

720.

26B

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

Quality: 25,868 global accepts · Rating: 1400 · first AC: 2012-05-21 · FPC (first AC) · Tags: greedy
[scorpion's solution](#)

721.

111A

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

Quality: 5,173 global accepts · Rating: 1400 · first AC: 2012-05-20 · GNU C++ (first AC) · Tags: greedy
[scorpion's solution](#)

722.

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,641 global accepts · Rating: 1400 · first AC: 2012-05-11 · FPC (first AC) · Tags: combinatorics
[scorpion's solution](#)

723.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2012-05-06 · FPC (first AC) · Tags: implementation, sortings
[scorpion's solution](#)

724.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2012-04-26 · FPC (first AC) · Tags: brute force, hashing, implementation, math, strings
[scorpion's solution](#)

725.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2012-04-22 · last AC: 2012-04-22 · FPC (first AC) · Tags: dp
[scorpion's solution](#)

726.

175B

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

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2012-04-17 · FPC (first AC) · Tags: implementation
[scorpion's solution](#)

727.

175A

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

Quality: 2,551 global accepts · Rating: 1400 · first AC: 2012-04-17 · FPC (first AC) · Tags: brute force, implementation
[scorpion's solution](#)

728.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2012-04-09 · last AC: 2012-04-10 · FPC (first AC) · Tags: dp, greedy, trees
[scorpion's solution](#)

729.

174B

[File List](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1400 · first AC: 2012-04-08 · FPC (first AC) · Tags: dp, greedy, implementation
[scorpion's solution](#)

730.

151C

[Win or Freeze](#) · [Tutorial](#)

Rating: 1400 · first AC: 2012-03-26 · FPC (first AC) · Tags: games, greedy, math, number theory
[scorpion's solution](#)

731.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1400 · first AC: 2012-03-26 · FPC (first AC) · Tags: games, math, number theory
[scorpion's solution](#)

732.

159C

[String Manipulation 1.0](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2012-03-10 · FPC (first AC) · Tags: *special, binary search, brute force, data structures, strings
[scorpion's solution](#)

733.

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2012-03-10 · FPC (first AC) · Tags: *special, greedy, implementation
[scorpion's solution](#)

734.

158C

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

Quality: 10,394 global accepts · Rating: 1400 · first AC: 2012-03-04 · FPC (first AC) · Tags: *special, data structures, implementation
[scorpion's solution](#)

735.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2012-01-09 · FPC (first AC) · Tags: geometry, math
[scorpion's solution](#)

736.

131C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2011-11-28 · FPC (first AC) · Tags: combinatorics, math
[scorpion's solution](#)

737.

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2011-11-03 · FPC (first AC) · Tags: brute force, combinatorics, implementation
[scorpion's solution](#)

738.

125A

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

Quality: 3,232 global accepts · Rating: 1400 · first AC: 2011-10-30 · FPC (first AC) · Tags: math
[scorpion's solution](#)

739.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2011-10-18 · FPC (first AC) · Tags: games, math
[scorpion's solution](#)

740.

108C

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

Rating: 1400 · first AC: 2011-08-24 · FPC (first AC) · Tags: dfs and similar, graphs, implementation
[scorpion's solution](#)

741.

107A

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

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2011-08-24 · FPC (first AC) · Tags: dfs and similar, graphs
[scorpion's solution](#)

742.

108B

[Datatypes](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 1400 · first AC: 2011-08-24 · FPC (first AC) · Tags: math, sortings
[scorpion's solution](#)

743.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,913 global accepts · Rating: 1400 · first AC: 2011-05-07 · FPC (first AC) · Tags: implementation
[scorpion's solution](#)

744.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,562 global accepts · Rating: 1400 · first AC: 2011-03-19 · FPC (first AC) · Tags: brute force
[scorpion's solution](#)

745.

42A

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

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2011-03-05 · FPC (first AC) · Tags: greedy, implementation
[scorpion's solution](#)

746.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers
[scorpion's solution](#)

747.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[scorpion's solution](#)

748.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
[scorpion's solution](#)

749.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[scorpion's solution](#)

750.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[scorpion's solution](#)

751.

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[scorpion's solution](#)

752.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[scorpion's solution](#)

753.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · last AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[scorpion's solution](#)

754.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[scorpion's solution](#)

755.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[scorpion's solution](#)

756.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[scorpion's solution](#)

757.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[scorpion's solution](#)

758.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[scorpion's solution](#)

759.

1119C

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

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

[scorpion's solution](#)

760.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[scorpion's solution](#)

761.

1110C

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

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

[scorpion's solution](#)

762.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-14 · PyPy 2 (first AC) · Tags: greedy, math, number theory

[scorpion's solution](#)

763.

1054C

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

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[scorpion's solution](#)

764.

1002A3

[Generate superposition of two basis states](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 1500 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[scorpion's solution](#)

765.

953G

[Large Bouquets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-17 · Kotlin 1.4 (first AC) · Tags: —

[scorpion's solution](#)

766.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[scorpion's solution](#)

767.

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · Python 2 (first AC) · Tags: constructive algorithms, greedy

[scorpion's solution](#)

768.

771A

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

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[scorpion's solution](#)

769.

587A

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

Quality: 8,327 global accepts · Rating: 1500 · first AC: 2016-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[scorpion's solution](#)

770.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[scorpion's solution](#)

771.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: implementation
[scorpion's solution](#)

772.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,459 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees
[scorpion's solution](#)

773.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,339 global accepts · Rating: 1500 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory
[scorpion's solution](#)

774.

384B

[Multitasking](#) · [Tutorial](#)

Quality: 3,804 global accepts · Rating: 1500 · first AC: 2016-01-02 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, two pointers
[scorpion's solution](#)

775.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2015-10-07 · PyPy 2 (first AC) · Tags: combinatorics
[scorpion's solution](#)

776.

576A

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

Quality: 15,931 global accepts · Rating: 1500 · first AC: 2015-10-01 · PyPy 3 (first AC) · Tags: math, number theory
[scorpion's solution](#)

777.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,932 global accepts · Rating: 1500 · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers
[scorpion's solution](#)

778.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,487 global accepts · Rating: 1500 · first AC: 2015-09-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[scorpion's solution](#)

779.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: greedy, math
[scorpion's solution](#)

780.

501C

[Misha and Forest](#) · [Tutorial](#)

Quality: 6,062 global accepts · Rating: 1500 · first AC: 2015-02-11 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, greedy, sortings, trees

[scorpion's solution](#)

781.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2015-02-06 · Python 2 (first AC) · Tags: brute force, constructive algorithms, implementation

[scorpion's solution](#)

782.

460B

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

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2014-09-06 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory

[scorpion's solution](#)

783.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,997 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp

[scorpion's solution](#)

784.

443B

[Kolya and Tandem Repeat](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[scorpion's solution](#)

785.

436A

[Feed with Candy](#) · [Tutorial](#)

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

[scorpion's solution](#)

786.

415C

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

Rating: 1500 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, number theory

[scorpion's solution](#)

787.

415B

[Mashmikh and Tokens](#) · [Tutorial](#)

Quality: 6,692 global accepts · Rating: 1500 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, math

[scorpion's solution](#)

788.

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[scorpion's solution](#)

789.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 1500 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[scorpion's solution](#)

790.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1500 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[scorpion's solution](#)

791.

330D

[Biridian Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: dfs and similar, implementation, shortest paths

[scorpion's solution](#)

792.

330C

[Purification](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: matrices

[scorpion's solution](#)

793.

331A2

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

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: data structures, sortings

[scorpion's solution](#)

794.

325A

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

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

[scorpion's solution](#)

795.

328B

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

Quality: 1,566 global accepts · Rating: 1500 · first AC: 2013-07-12 · GNU C++ (first AC) · Tags: greedy

[scorpion's solution](#)

796.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[scorpion's solution](#)

797.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2013-04-25 · FPC (first AC) · Tags: brute force, dfs and similar, graphs

[scorpion's solution](#)

798.

299C

[Weird Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-04-22 · FPC (first AC) · Tags: games, greedy

[scorpion's solution](#)

799.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 1500 · first AC: 2013-04-22 · FPC (first AC) · Tags: games, greedy

[scorpion's solution](#)

800.

288B

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

Quality: 3,212 global accepts · Rating: 1500 · first AC: 2013-04-09 · GNU C++ (first AC) · Tags: combinatorics

[scorpion's solution](#)

801.

289D

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

Rating: 1500 · first AC: 2013-04-09 · GNU C++ (first AC) · Tags: brute force, combinatorics, dfs and similar, math

[scorpion's solution](#)

802.

290B

[QR code](#) · [Tutorial](#)

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

[scorpion's solution](#)

803.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,620 global accepts · Rating: 1500 · first AC: 2013-03-25 · FPC (first AC) · Tags: brute force, dfs and similar, shortest paths

[scorpion's solution](#)

804.

271C

[Secret](#) · [Tutorial](#)

Quality: 3,136 global accepts · Rating: 1500 · first AC: 2013-03-20 · FPC (first AC) · Tags: constructive algorithms, implementation

[scorpion's solution](#)

805.

92C

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

Rating: 1500 · first AC: 2013-03-20 · FPC (first AC) · Tags: binary search, data structures, dp, greedy

[scorpion's solution](#)

806.

275C

[k-Multiple Free Set](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-03-20 · last AC: 2013-03-20 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[scorpion's solution](#)

807.

278B

[New Problem](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1500 · first AC: 2013-03-16 · FPC (first AC) · Tags: brute force, strings

[scorpion's solution](#)

808.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2013-03-13 · FPC (first AC) · Tags: constructive algorithms, implementation, math

[scorpion's solution](#)

809.

282B

[Painting Eggs](#) · [Tutorial](#)

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

[scorpion's solution](#)

810.

276C

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

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2013-02-24 · FPC (first AC) · Tags: data structures, greedy, implementation, sortings

[scorpion's solution](#)

811.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1500 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[scorpion's solution](#)

812.

272C

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

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2013-02-13 · FPC (first AC) · Tags: data structures, implementation

[scorpion's solution](#)

813.

273A

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

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

[scorpion's solution](#)

814.

268C

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

Quality: 14,640 global accepts · Rating: 1500 · first AC: 2013-01-28 · FPC (first AC) · Tags: constructive algorithms, implementation

[scorpion's solution](#)

815.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: dp, number theory

[scorpion's solution](#)

816.

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2013-01-19 · GNU C++ (first AC) · Tags: brute force, dp

[scorpion's solution](#)

817.

49B

[Sum](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1500 · first AC: 2013-01-19 · FPC (first AC) · Tags: math

[scorpion's solution](#)

818.

256A

[Almost Arithmetical Progression](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-12-24 · GNU C++ (first AC) · Tags: binary search, dp, two pointers

[scorpion's solution](#)

819.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2012-12-14 · FPC (first AC) · Tags: *special, implementation, sortings

[scorpion's solution](#)

820.

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2012-12-14 · FPC (first AC) · Tags: expression parsing, implementation, strings

[scorpion's solution](#)

821.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1500 · first AC: 2012-12-14 · FPC (first AC) · Tags: brute force, geometry

[scorpion's solution](#)

822.

254B

[Jury Size](#) · [Tutorial](#)

Quality: 2,269 global accepts · Rating: 1500 · first AC: 2012-12-12 · FPC (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

823.

224B

[Array](#) · [Tutorial](#)

Quality: 7,918 global accepts · Rating: 1500 · first AC: 2012-12-02 · GNU C++ (first AC) · Tags: bitmasks, implementation, two pointers

[scorpion's solution](#)

824.

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2012-11-19 · FPC (first AC) · Tags: constructive algorithms, greedy

[scorpion's solution](#)

825.

237B

[Young Table](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 1500 · first AC: 2012-10-29 · FPC (first AC) · Tags: implementation, sortings

[scorpion's solution](#)

826.

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2012-10-07 · FPC (first AC) · Tags: constructive algorithms, greedy

[scorpion's solution](#)

827.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2012-10-01 · FPC (first AC) · Tags: brute force, two pointers

[scorpion's solution](#)

828.

230C

[Shifts](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-10-01 · FPC (first AC) · Tags: binary search, data structures, dp, implementation

[scorpion's solution](#)

829.

205D

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

Rating: 1500 · first AC: 2012-08-01 · GNU C++ (first AC) · Tags: binary search, brute force, sortings

[scorpion's solution](#)

830.

204B

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

Quality: 5,912 global accepts · Rating: 1500 · first AC: 2012-08-01 · GNU C++ (first AC) · Tags: binary search, data structures

[scorpion's solution](#)

831.

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2012-07-31 · FPC (first AC) · Tags: binary search, combinatorics, dp

[scorpion's solution](#)

832.

205C

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

Rating: 1500 · first AC: 2012-07-31 · FPC (first AC) · Tags: binary search, brute force, combinatorics, dp, math

[scorpion's solution](#)

833.

178D1

[Magic Squares](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1500 · first AC: 2012-06-26 · last AC: 2012-06-26 · FPC (first AC) · Tags: —

[scorpion's solution](#)

834.

92D

[Queue](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-06-25 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[scorpion's solution](#)

835.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,739 global accepts · Rating: 1500 · first AC: 2012-06-25 · GNU C++ (first AC) · Tags: binary search, data structures

[scorpion's solution](#)

836.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2012-06-09 · FPC (first AC) · Tags: brute force, dp

[scorpion's solution](#)

837.

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2012-06-08 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

838.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2012-06-04 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

839.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,119 global accepts · Rating: 1500 · first AC: 2012-06-03 · FPC (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[scorpion's solution](#)

840.

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: greedy

[scorpion's solution](#)

841.

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2012-06-02 · FPC (first AC) · Tags: dp, games, greedy

[scorpion's solution](#)

842.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2012-06-02 · last AC: 2012-06-02 · GNU C++ (first AC) · Tags: *special, number theory

[scorpion's solution](#)

843.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 1500 · first AC: 2012-05-31 · FPC (first AC) · Tags: hashing, implementation, strings

[scorpion's solution](#)

844.

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2012-05-28 · GNU C++ (first AC) · Tags: sortings

[scorpion's solution](#)

845.

192C

[Dynasty Puzzles](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-05-28 · FPC (first AC) · Tags: dp

[scorpion's solution](#)

846.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1500 · first AC: 2012-05-27 · FPC (first AC) · Tags: dp

[scorpion's solution](#)

847.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2012-05-19 · FPC (first AC) · Tags: implementation, strings

[scorpion's solution](#)

848.

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2012-05-17 · FPC (first AC) · Tags: dfs and similar

[scorpion's solution](#)

849.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2012-05-11 · FPC (first AC) · Tags: hashing, implementation

[scorpion's solution](#)

850.

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2012-05-11 · FPC (first AC) · Tags: greedy

[scorpion's solution](#)

851.

189C

[Permutations](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-05-10 · FPC (first AC) · Tags: greedy, implementation

[scorpion's solution](#)

852.

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2012-05-05 · FPC (first AC) · Tags: greedy, implementation, strings

[scorpion's solution](#)

853.

177D2

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,682 global accepts · Rating: 1500 · first AC: 2012-04-21 · FPC (first AC) · Tags: data structures

[scorpion's solution](#)

854.

177C1

[Party](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 1500 · first AC: 2012-04-21 · FPC (first AC) · Tags: dfs and similar, dsu, graphs

[scorpion's solution](#)

855.

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2012-04-21 · FPC (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[scorpion's solution](#)

856.

166C

[Median](#) · [Tutorial](#)

Quality: 7,431 global accepts · Rating: 1500 · first AC: 2012-03-26 · FPC (first AC) · Tags: greedy, math, sortings

[scorpion's solution](#)

857.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2012-03-23 · FPC (first AC) · Tags: dp, math, matrices

[scorpion's solution](#)

858.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,864 global accepts · Rating: 1500 · first AC: 2012-03-17 · FPC (first AC) · Tags: binary search, implementation

[scorpion's solution](#)

859.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2012-03-10 · FPC (first AC) · Tags: *special, brute force, dp, strings

[scorpion's solution](#)

860.

149C

[Division into Teams](#) · [Tutorial](#)

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2012-02-10 · last AC: 2012-02-10 · FPC (first AC) · Tags: greedy, math, sortings

[scorpion's solution](#)

861.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,016 global accepts · Rating: 1500 · first AC: 2012-02-03 · FPC (first AC) · Tags: implementation, math

[scorpion's solution](#)

862.

88C

[Trains](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-02-03 · FPC (first AC) · Tags: implementation, math, number theory

[scorpion's solution](#)

863.

53D

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

Quality: 2,626 global accepts · Rating: 1500 · first AC: 2011-12-20 · FPC (first AC) · Tags: sortings

[scorpion's solution](#)

864.

50B

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

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2011-11-04 · FPC (first AC) · Tags: strings

[scorpion's solution](#)

865.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2011-09-17 · FPC (first AC) · Tags: greedy, sortings

[scorpion's solution](#)

866.

116D

[Lawnmower](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-09-15 · FPC (first AC) · Tags: dp, greedy

[scorpion's solution](#)

867.

29B

[Traffic Lights](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1500 · first AC: 2010-09-20 · last AC: 2011-09-14 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

868.

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2011-09-08 · FPC (first AC) · Tags: bitmasks, brute force, graphs

[scorpion's solution](#)

869.

87A

[Trains](#) · [Tutorial](#)

Quality: 5,816 global accepts · Rating: 1500 · first AC: 2011-07-01 · FPC (first AC) · Tags: implementation, math

[scorpion's solution](#)

870.

88B

[Keyboard](#) · [Tutorial](#)

Quality: 5,259 global accepts · Rating: 1500 · first AC: 2011-06-07 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

871.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,415 global accepts · Rating: 1600 · first AC: 2025-06-20 · Python 3 (first AC) · Tags: constructive algorithms

[scorpion's solution](#)

872.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[scorpion's solution](#)

873.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · last AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[scorpion's solution](#)

874.

408D

[Long Path](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[scorpion's solution](#)

875.

408C

[Triangle](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[scorpion's solution](#)

876.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[scorpion's solution](#)

877.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[scorpion's solution](#)

878.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[scorpion's solution](#)

879.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[scorpion's solution](#)

880.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[scorpion's solution](#)

881.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[scorpion's solution](#)

882.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[scorpion's solution](#)

883.

1059C

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

Quality: 7,534 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[scorpion's solution](#)

884.

1002D3

[Oracle for majority function](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 1600 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special
[scorpion's solution](#)

885.

1002B3

[Distinguish four 2-qubit states](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 1600 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special
[scorpion's solution](#)

886.

1002B2

[Distinguish GHZ state and W state](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 1600 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special
[scorpion's solution](#)

887.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths
[scorpion's solution](#)

888.

924B

[Three-level Laser](#) · [Tutorial](#)

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

889.

953D

[Choose Place](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-17 · Python 2 (first AC) · Tags: —

[scorpion's solution](#)

890.

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

[scorpion's solution](#)

891.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-02-01 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[scorpion's solution](#)

892.

814C

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

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2017-06-12 · GNU C++11 (first AC) · Tags: brute force, dp, strings, two pointers

[scorpion's solution](#)

893.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: dp, two pointers

[scorpion's solution](#)

894.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-16 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers

[scorpion's solution](#)

895.

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

[scorpion's solution](#)

896.

643B

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

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[scorpion's solution](#)

897.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[scorpion's solution](#)

898.

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

[scorpion's solution](#)

899.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers

[scorpion's solution](#)

900.

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

[scorpion's solution](#)

901.

630G

[Challenge Pennants](#) · [Tutorial](#)

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

[scorpion's solution](#)

902.

626C

[Block Towers](#) · [Tutorial](#)

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

[scorpion's solution](#)

903.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation

[scorpion's solution](#)

904.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation

[scorpion's solution](#)

905.

603A

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

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: dp, greedy, math

[scorpion's solution](#)

906.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,667 global accepts · Rating: 1600 · first AC: 2015-11-13 · last AC: 2015-11-13 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[scorpion's solution](#)

907.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2015-11-12 · Python 3 (first AC) · Tags: math

[scorpion's solution](#)

908.

524A

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

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

[scorpion's solution](#)

909.

369C

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

Quality: 12,035 global accepts · Rating: 1600 · first AC: 2015-02-11 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, trees

[scorpion's solution](#)

910.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2015-02-10 · GNU C++0x (first AC) · Tags: dp, implementation, trees

[scorpion's solution](#)

911.

512A

[Fox And Names](#) · [Tutorial](#)

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

[scorpion's solution](#)

912.

446A

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

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[scorpion's solution](#)

913.

411B

[Multi-core Processor](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 1600 · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: implementation

[scorpion's solution](#)

914.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,061 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar

[scorpion's solution](#)

915.

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2013-12-15 · GNU C++ (first AC) · Tags: binary search, implementation, math

[scorpion's solution](#)

916.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,596 global accepts · Rating: 1600 · first AC: 2013-12-15 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[scorpion's solution](#)

917.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-12-05 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation

[scorpion's solution](#)

918.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2013-09-27 · FPC (first AC) · Tags: binary search, math, sortings

[scorpion's solution](#)

919.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: greedy

[scorpion's solution](#)

920.

343B

[Alternating Current](#) · [Tutorial](#)

Quality: 17,315 global accepts · Rating: 1600 · first AC: 2013-09-14 · FPC (first AC) · Tags: data structures, greedy, implementation

[scorpion's solution](#)

921.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1600 · first AC: 2013-09-14 · FPC (first AC) · Tags: math, number theory

[scorpion's solution](#)

922.

305C

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

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: greedy, implementation

[scorpion's solution](#)

923.

138A

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

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2013-07-10 · GNU C++ (first AC) · Tags: implementation

[scorpion's solution](#)

924.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,202 global accepts · Rating: 1600 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: combinatorics, math

[scorpion's solution](#)

925.

323A

[Black-and-White Cube](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 1600 · first AC: 2013-06-27 · FPC (first AC) · Tags: combinatorics, constructive algorithms

[scorpion's solution](#)

926.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: combinatorics, math

[scorpion's solution](#)

927.

315C

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

Rating: 1600 · first AC: 2013-06-10 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[scorpion's solution](#)

928.

314A

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

Quality: 2,173 global accepts · Rating: 1600 · first AC: 2013-06-10 · GNU C++ (first AC) · Tags: implementation

[scorpion's solution](#)

929.

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: *special, greedy

[scorpion's solution](#)

930.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: *special, bitmasks, brute force, implementation

[scorpion's solution](#)

931.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2013-03-20 · FPC (first AC) · Tags: constructive algorithms, data structures, implementation

[scorpion's solution](#)

932.

283A

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

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2013-03-18 · FPC (first AC) · Tags: constructive algorithms, data structures, implementation

[scorpion's solution](#)

933.

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2013-02-13 · FPC (first AC) · Tags: combinatorics, math, sortings

[scorpion's solution](#)

934.

273B

[Dima and Two Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-02-13 · FPC (first AC) · Tags: combinatorics

[scorpion's solution](#)

935.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-02 · GNU C++ (first AC) · Tags: greedy, math

[scorpion's solution](#)

936.

270C

[Magical Boxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-02-02 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, math, sortings

[scorpion's solution](#)

937.

73A

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

Quality: 1,640 global accepts · Rating: 1600 · first AC: 2013-01-19 · FPC (first AC) · Tags: greedy, math

[scorpion's solution](#)

938.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2012-12-27 · FPC (first AC) · Tags: brute force, implementation, strings

[scorpion's solution](#)

939.

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2012-12-14 · FPC (first AC) · Tags: expression parsing

[scorpion's solution](#)

940.

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2012-12-10 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[scorpion's solution](#)

941.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 1600 · first AC: 2012-12-04 · FPC (first AC) · Tags: brute force

[scorpion's solution](#)

942.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2012-11-22 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy

[scorpion's solution](#)

943.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1600 · first AC: 2012-11-22 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs

[scorpion's solution](#)

944.

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 1600 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar
[scorpion's solution](#)

945.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,648 global accepts · Rating: 1600 · first AC: 2012-10-29 · FPC (first AC) · Tags: binary search, number theory, two pointers
[scorpion's solution](#)

946.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2012-10-21 · last AC: 2012-10-24 · GNU C++ (first AC) · Tags: number theory
[scorpion's solution](#)

947.

236C

[LCM Challenge](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-21 · last AC: 2012-10-21 · GNU C++ (first AC) · Tags: greedy, number theory
[scorpion's solution](#)

948.

240C

[Practice](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-18 · FPC (first AC) · Tags: constructive algorithms, implementation
[scorpion's solution](#)

949.

234E

[Champions' League](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: 1600 · first AC: 2012-10-16 · FPC (first AC) · Tags: implementation
[scorpion's solution](#)

950.

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2012-10-11 · FPC (first AC) · Tags: binary search, constructive algorithms, graphs, greedy
[scorpion's solution](#)

951.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers
[scorpion's solution](#)

952.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2012-10-07 · FPC (first AC) · Tags: brute force, geometry
[scorpion's solution](#)

953.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2012-09-19 · FPC (first AC) · Tags: binary search, greedy, number theory
[scorpion's solution](#)

954.

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2012-07-30 · FPC (first AC) · Tags: brute force, constructive algorithms, greedy, math
[scorpion's solution](#)

955.

209A

[Multicolored Marbles](#) · [Tutorial](#)

Quality: 2,849 global accepts · Rating: 1600 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: dp, math

[scorpion's solution](#)

956.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: constructive algorithms, games, math

[scorpion's solution](#)

957.

139B

[Wallpaper](#) · [Tutorial](#)

Quality: 1,460 global accepts · Rating: 1600 · first AC: 2012-06-07 · GNU C++ (first AC) · Tags: implementation, math

[scorpion's solution](#)

958.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2012-06-06 · FPC (first AC) · Tags: greedy

[scorpion's solution](#)

959.

151D

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

Rating: 1600 · first AC: 2012-06-06 · FPC (first AC) · Tags: combinatorics, dsu, graphs, math

[scorpion's solution](#)

960.

136D

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

Rating: 1600 · first AC: 2012-06-04 · FPC (first AC) · Tags: brute force, geometry, implementation

[scorpion's solution](#)

961.

46C

[Hamsters and Tigers](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2012-06-03 · FPC (first AC) · Tags: two pointers

[scorpion's solution](#)

962.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2012-06-02 · FPC (first AC) · Tags: binary search

[scorpion's solution](#)

963.

40B

[Repaintings](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2012-05-31 · GNU C++ (first AC) · Tags: math

[scorpion's solution](#)

964.

23B

[Party](#) · [Tutorial](#)

Quality: 3,863 global accepts · Rating: 1600 · first AC: 2012-05-31 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, math

[scorpion's solution](#)

965.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,127 global accepts · Rating: 1600 · first AC: 2012-05-25 · FPC (first AC) · Tags: math, number theory

[scorpion's solution](#)

966.

135B

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

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2012-05-24 · FPC (first AC) · Tags: brute force, geometry, math

[scorpion's solution](#)

967.

155C

[Hometask](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-05-24 · FPC (first AC) · Tags: dp, greedy

[scorpion's solution](#)

968.

155D

[Colliders](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-05-24 · FPC (first AC) · Tags: math, number theory

[scorpion's solution](#)

969.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1600 · first AC: 2012-05-14 · FPC (first AC) · Tags: math

[scorpion's solution](#)

970.

167A

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

Quality: 2,186 global accepts · Rating: 1600 · first AC: 2012-05-14 · FPC (first AC) · Tags: implementation, math

[scorpion's solution](#)

971.

57B

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

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2012-05-12 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

972.

150B

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

Quality: 5,317 global accepts · Rating: 1600 · first AC: 2012-05-11 · FPC (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[scorpion's solution](#)

973.

171G

[Mysterious numbers - 2](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 1600 · first AC: 2012-05-08 · FPC (first AC) · Tags: *special

[scorpion's solution](#)

974.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2012-05-07 · FPC (first AC) · Tags: implementation, math

[scorpion's solution](#)

975.

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2012-04-17 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, two pointers

[scorpion's solution](#)

976.

168C

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

Rating: 1600 · first AC: 2012-03-27 · FPC (first AC) · Tags: implementation, math

[scorpion's solution](#)

977.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,651 global accepts · Rating: 1600 · first AC: 2012-03-26 · FPC (first AC) · Tags: binary search, number theory

[scorpion's solution](#)

978.

71C

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

Quality: 7,331 global accepts · Rating: 1600 · first AC: 2012-03-26 · FPC (first AC) · Tags: dp, math, number theory

[scorpion's solution](#)

979.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1600 · first AC: 2012-03-17 · FPC (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[scorpion's solution](#)

980.

149B

[Martian Clock](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 1600 · first AC: 2012-02-10 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

981.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2012-02-04 · FPC (first AC) · Tags: brute force, math

[scorpion's solution](#)

982.

143C

[Help Farmer](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-02-04 · FPC (first AC) · Tags: implementation, math

[scorpion's solution](#)

983.

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2011-11-28 · FPC (first AC) · Tags: dfs and similar, graphs

[scorpion's solution](#)

984.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2011-09-11 · FPC (first AC) · Tags: math

[scorpion's solution](#)

985.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2011-08-24 · FPC (first AC) · Tags: expression parsing, greedy, strings

[scorpion's solution](#)

986.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: 1600 · first AC: 2011-08-24 · FPC (first AC) · Tags: combinatorics, dp, math, probabilities

[scorpion's solution](#)

987.

108D

[Basketball Team](#) · [Tutorial](#)

Rating: 1600 · first AC: 2011-08-24 · FPC (first AC) · Tags: combinatorics, math, probabilities

[scorpion's solution](#)

988.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2011-07-09 · FPC (first AC) · Tags: dfs and similar, graphs

[scorpion's solution](#)

989.

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2011-07-09 · FPC (first AC) · Tags: combinatorics

[scorpion's solution](#)

990.

95A

[Hockey](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1600 · first AC: 2011-07-08 · FPC (first AC) · Tags: implementation, strings

[scorpion's solution](#)

991.

96C

[Hockey](#) · [Tutorial](#)

Rating: 1600 · first AC: 2011-07-08 · FPC (first AC) · Tags: implementation, strings

[scorpion's solution](#)

992.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 1700 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[scorpion's solution](#)

993.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[scorpion's solution](#)

994.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[scorpion's solution](#)

995.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[scorpion's solution](#)

996.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[scorpion's solution](#)

997.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[scorpion's solution](#)

998.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[scorpion's solution](#)

999.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · PyPy 2 (first AC) · Tags: binary search, brute force, data structures, greedy
[scorpion's solution](#)

1000.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2018-05-06 · Python 3 (first AC) · Tags: dp
[scorpion's solution](#)

1001.

924C

[Riverside Curio](#) · [Tutorial](#)

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

1002.

953I

[A Vital Problem](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-17 · GNU C11 (first AC) · Tags: —
[scorpion's solution](#)

1003.

953C

[Is This a Zebra?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-17 · Ruby (first AC) · Tags: —
[scorpion's solution](#)

1004.

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
[scorpion's solution](#)

1005.

919D

[Substring](#) · [Tutorial](#)

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

1006.

769D

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

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle
[scorpion's solution](#)

1007.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths
[scorpion's solution](#)

1008.

765D

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

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, math
[scorpion's solution](#)

1009.

546D

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

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2015-05-22 · last AC: 2017-01-06 · GNU C++11 (first AC) · Tags: constructive

algorithms, dp, math, number theory

[scorpion's solution](#)

1010.

385C

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

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2016-12-13 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[scorpion's solution](#)

1011.

734D

[Anton and Chess](#) · [Tutorial](#)

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

[scorpion's solution](#)

1012.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[scorpion's solution](#)

1013.

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-09-01 · last AC: 2016-03-20 · FPC (first AC) · Tags: constructive algorithms, hashing, implementation

[scorpion's solution](#)

1014.

644B

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

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

[scorpion's solution](#)

1015.

632C

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

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: sortings, strings

[scorpion's solution](#)

1016.

630Q

[Pyramids](#) · [Tutorial](#)

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

[scorpion's solution](#)

1017.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: combinatorics, math

[scorpion's solution](#)

1018.

622C

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

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

[scorpion's solution](#)

1019.

621C

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

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory, probabilities

[scorpion's solution](#)

1020.

596C

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

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: combinatorics, greedy, sortings
[scorpion's solution](#)

1021.

582A

[GCD Table](#) · [Tutorial](#)

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

1022.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy
[scorpion's solution](#)

1023.

578A

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math
[scorpion's solution](#)

1024.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[scorpion's solution](#)

1025.

524B

[BD>D\\$> CÔC CÔCÄÖD\\$> 2 \(round version\)](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: dp, greedy
[scorpion's solution](#)

1026.

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2015-02-11 · GNU C++0x (first AC) · Tags: data structures, trees
[scorpion's solution](#)

1027.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2015-02-06 · GNU C++0x (first AC) · Tags: dp, implementation
[scorpion's solution](#)

1028.

507C

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

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-02-06 · GNU C++0x (first AC) · Tags: implementation, math, trees
[scorpion's solution](#)

1029.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: math
[scorpion's solution](#)

1030.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: greedy, math
[scorpion's solution](#)

1031.

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: brute force, math
[scorpion's solution](#)

1032.

84C

[Biathlon](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1700 · first AC: 2014-07-15 · GNU C++ (first AC) · Tags: binary search, implementation
[scorpion's solution](#)

1033.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation
[scorpion's solution](#)

1034.

98A

[Help Victoria the Wise](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 1700 · first AC: 2014-05-20 · GNU C++ (first AC) · Tags: brute force, implementation
[scorpion's solution](#)

1035.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, two pointers
[scorpion's solution](#)

1036.

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: *special, implementation
[scorpion's solution](#)

1037.

298C

[Parity Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2013-07-29 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math, number theory
[scorpion's solution](#)

1038.

294B

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

Quality: 5,038 global accepts · Rating: 1700 · first AC: 2013-07-26 · GNU C++ (first AC) · Tags: dp, greedy
[scorpion's solution](#)

1039.

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,669 global accepts · Rating: 1700 · first AC: 2013-07-04 · GNU C++ (first AC) · Tags: combinatorics, math
[scorpion's solution](#)

1040.

305B

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

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2013-06-30 · Python 2 (first AC) · Tags: brute force, implementation, math
[scorpion's solution](#)

1041.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: binary search, implementation, math
[scorpion's solution](#)

1042.

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2013-05-12 · FPC (first AC) · Tags: implementation, math
[scorpion's solution](#)

1043.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-09 · GNU C++ (first AC) · Tags: implementation, math
[scorpion's solution](#)

1044.

289E

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2013-04-09 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, math
[scorpion's solution](#)

1045.

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,541 global accepts · Rating: 1700 · first AC: 2013-03-23 · FPC (first AC) · Tags: binary search, math
[scorpion's solution](#)

1046.

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2013-03-21 · FPC (first AC) · Tags: brute force, implementation
[scorpion's solution](#)

1047.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2013-03-20 · FPC (first AC) · Tags: dp, greedy
[scorpion's solution](#)

1048.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,808 global accepts · Rating: 1700 · first AC: 2013-03-19 · FPC (first AC) · Tags: data structures, expression parsing, implementation
[scorpion's solution](#)

1049.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2013-03-18 · FPC (first AC) · Tags: dfs and similar, dp, graphs
[scorpion's solution](#)

1050.

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1700 · first AC: 2013-03-11 · FPC (first AC) · Tags: brute force, implementation, two pointers
[scorpion's solution](#)

1051.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,925 global accepts · Rating: 1700 · first AC: 2013-03-04 · FPC (first AC) · Tags: dp, implementation, two pointers
[scorpion's solution](#)

1052.

276D

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

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2013-02-24 · FPC (first AC) · Tags: bitmasks, dp, greedy, implementation, math
[scorpion's solution](#)

1053.

275B

[Convex Shape](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1700 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[scorpion's solution](#)

1054.

270D

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

Rating: 1700 · first AC: 2013-02-02 · last AC: 2013-02-02 · GNU C++ (first AC) · Tags: dp
[scorpion's solution](#)

1055.

269B

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

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-02 · GNU C++ (first AC) · Tags: dp
[scorpion's solution](#)

1056.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2012-12-27 · FPC (first AC) · Tags: constructive algorithms, greedy, implementation
[scorpion's solution](#)

1057.

245C

[Game with Coins](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 1700 · first AC: 2012-11-19 · FPC (first AC) · Tags: greedy
[scorpion's solution](#)

1058.

219D

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

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees
[scorpion's solution](#)

1059.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: binary search, data structures, graphs, shortest paths
[scorpion's solution](#)

1060.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2012-09-19 · FPC (first AC) · Tags: dp, matrices
[scorpion's solution](#)

1061.

216D

[Spider's Web](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 1700 · first AC: 2012-08-15 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers
[scorpion's solution](#)

1062.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,030 global accepts · Rating: 1700 · first AC: 2012-08-15 · FPC (first AC) · Tags: dfs and similar, implementation
[scorpion's solution](#)

1063.

213A

[Game](#) · [Tutorial](#)

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

1064.

214C

[Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-07-30 · FPC (first AC) · Tags: brute force, greedy

[scorpion's solution](#)

1065.

157C

[Message](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-07-04 · GNU C++ (first AC) · Tags: brute force, dp, strings

[scorpion's solution](#)

1066.

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,514 global accepts · Rating: 1700 · first AC: 2012-07-03 · FPC (first AC) · Tags: geometry, implementation, math

[scorpion's solution](#)

1067.

202B

[Brand New Easy Problem](#) · [Tutorial](#)

Quality: 857 global accepts · Rating: 1700 · first AC: 2012-07-02 · FPC (first AC) · Tags: brute force

[scorpion's solution](#)

1068.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2012-06-30 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[scorpion's solution](#)

1069.

202C

[Clear Symmetry](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-06-30 · GNU C++ (first AC) · Tags: binary search, math

[scorpion's solution](#)

1070.

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: 1700 · first AC: 2012-06-28 · FPC (first AC) · Tags: brute force, greedy, implementation

[scorpion's solution](#)

1071.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2012-06-23 · FPC (first AC) · Tags: implementation, math

[scorpion's solution](#)

1072.

199C

[About Bacteria](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-06-23 · FPC (first AC) · Tags: math

[scorpion's solution](#)

1073.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2012-06-18 · GNU C++ (first AC) · Tags: greedy, math, sortings

[scorpion's solution](#)

1074.

20A

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Quality: 7,128 global accepts · Rating: 1700 · first AC: 2012-06-17 · GNU C++ (first AC) · Tags: implementation

[scorpion's solution](#)

1075.

105A

[Transmigration](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 1700 · first AC: 2012-06-15 · FPC (first AC) · Tags: implementation
[scorpion's solution](#)

1076.

81B

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[scorpion's solution](#)

1077.

193A

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Quality: 4,682 global accepts · Rating: 1700 · first AC: 2012-06-04 · last AC: 2012-06-08 · FPC (first AC) · Tags: constructive algorithms, graphs, trees
[scorpion's solution](#)

1078.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,005 global accepts · Rating: 1700 · first AC: 2012-06-08 · FPC (first AC) · Tags: dp
[scorpion's solution](#)

1079.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2012-06-06 · GNU C++ (first AC) · Tags: brute force
[scorpion's solution](#)

1080.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2012-06-06 · GNU C++ (first AC) · Tags: dp
[scorpion's solution](#)

1081.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2012-06-06 · FPC (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
[scorpion's solution](#)

1082.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2012-06-05 · FPC (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math
[scorpion's solution](#)

1083.

194C

[Cutting Figure](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-06-04 · FPC (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, matrices, strings
[scorpion's solution](#)

1084.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2012-06-02 · GNU C++ (first AC) · Tags: dp
[scorpion's solution](#)

1085.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-05-19 · FPC (first AC) · Tags: constructive algorithms, greedy, sortings
[scorpion's solution](#)

1086.

183A

[Headquarters](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 1700 · first AC: 2012-05-16 · FPC (first AC) · Tags: constructive algorithms, math
[scorpion's solution](#)

1087.

183B

[Zoo](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 1700 · first AC: 2012-05-14 · FPC (first AC) · Tags: brute force, geometry
[scorpion's solution](#)

1088.

4D

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

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2012-05-06 · FPC (first AC) · Tags: dp, sortings
[scorpion's solution](#)

1089.

177E1

[Space Voyage](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 1700 · first AC: 2012-04-21 · FPC (first AC) · Tags: binary search
[scorpion's solution](#)

1090.

181D

[Word Cut](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: dp
[scorpion's solution](#)

1091.

127D

[Password](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-04-15 · FPC (first AC) · Tags: hashing, strings
[scorpion's solution](#)

1092.

168B

[Wizards and Minimal Spell](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 1700 · first AC: 2012-03-28 · FPC (first AC) · Tags: implementation, strings
[scorpion's solution](#)

1093.

163A

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

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

1094.

169C

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

Rating: 1700 · first AC: 2012-03-25 · FPC (first AC) · Tags: dp
[scorpion's solution](#)

1095.

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2012-03-11 · FPC (first AC) · Tags: implementation, math, sortings
[scorpion's solution](#)

1096.

159E

[Zebra Tower](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 1700 · first AC: 2012-03-10 · FPC (first AC) · Tags: *special, data structures, greedy, sortings

[scorpion's solution](#)

1097.

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2012-02-12 · FPC (first AC) · Tags: implementation, math

[scorpion's solution](#)

1098.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2012-02-12 · FPC (first AC) · Tags: dp, greedy, math

[scorpion's solution](#)

1099.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2012-02-03 · FPC (first AC) · Tags: constructive algorithms, greedy

[scorpion's solution](#)

1100.

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2012-02-03 · last AC: 2012-02-03 · FPC (first AC) · Tags: data structures, expression parsing, implementation

[scorpion's solution](#)

1101.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · last AC: 2012-01-04 · FPC (first AC) · Tags: geometry, math

[scorpion's solution](#)

1102.

53B

[Blog Photo](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 1700 · first AC: 2011-12-20 · FPC (first AC) · Tags: binary search, implementation

[scorpion's solution](#)

1103.

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,480 global accepts · Rating: 1700 · first AC: 2010-09-20 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, implementation

[scorpion's solution](#)

1104.

94C

[Frames](#) · [Tutorial](#)

Rating: 1700 · first AC: 2011-06-30 · FPC (first AC) · Tags: math

[scorpion's solution](#)

1105.

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2011-05-06 · FPC (first AC) · Tags: constructive algorithms, math

[scorpion's solution](#)

1106.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2011-03-07 · FPC (first AC) · Tags: constructive algorithms, math, number theory

[scorpion's solution](#)

1107.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[scorpion's solution](#)

1108.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · Python 3 (first AC) · Tags: combinatorics, math

[scorpion's solution](#)

1109.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

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1110.

2014E

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Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-09-27 · Python 3 (first AC) · Tags: dfs and similar, graphs, shortest paths

[scorpion's solution](#)

1111.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[scorpion's solution](#)

1112.

1870D

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Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

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1113.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[scorpion's solution](#)

1114.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[scorpion's solution](#)

1115.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[scorpion's solution](#)

1116.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[scorpion's solution](#)

1117.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[scorpion's solution](#)

1118.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[scorpion's solution](#)

1119.

1062D

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

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, math
[scorpion's solution](#)

1120.

988D

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

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[scorpion's solution](#)

1121.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[scorpion's solution](#)

1122.

952D

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

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · Python 2 (first AC) · Tags: *special, probabilities
[scorpion's solution](#)

1123.

953B

[Add Points](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-17 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1124.

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
[scorpion's solution](#)

1125.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-02-01 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[scorpion's solution](#)

1126.

911D

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

Quality: 5,108 global accepts · Rating: 1800 · first AC: 2017-12-29 · Python 2 (first AC) · Tags: brute force, math
[scorpion's solution](#)

1127.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1800 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings
[scorpion's solution](#)

1128.

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[scorpion's solution](#)

1129.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: data structures, sortings

[scorpion's solution](#)

1130.

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[scorpion's solution](#)

1131.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[scorpion's solution](#)

1132.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[scorpion's solution](#)

1133.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2012-06-02 · last AC: 2016-02-01 · FPC (first AC) · Tags: dfs and similar, dp, trees

[scorpion's solution](#)

1134.

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms

[scorpion's solution](#)

1135.

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

[scorpion's solution](#)

1136.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: bitmasks, dp

[scorpion's solution](#)

1137.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[scorpion's solution](#)

1138.

532E

[Correcting Mistakes](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[scorpion's solution](#)

1139.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[scorpion's solution](#)

1140.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math

[scorpion's solution](#)

1141.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: binary search, implementation, math, sortings

[scorpion's solution](#)

1142.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[scorpion's solution](#)

1143.

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: binary search, brute force

[scorpion's solution](#)

1144.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1800 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: greedy, math, probabilities

[scorpion's solution](#)

1145.

436C

[Dungeons and Candies](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: dsu, graphs, greedy, trees

[scorpion's solution](#)

1146.

336C

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

Quality: 2,658 global accepts · Rating: 1800 · first AC: 2013-08-09 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, number theory

[scorpion's solution](#)

1147.

45J

[Planting Trees](#) · [Tutorial](#)

Quality: 1,073 global accepts · Rating: 1800 · first AC: 2013-07-29 · GNU C++ (first AC) · Tags: constructive algorithms

[scorpion's solution](#)

1148.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 1800 · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: dp, probabilities

[scorpion's solution](#)

1149.

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2013-07-13 · Python 2 (first AC) · Tags: binary search, math

[scorpion's solution](#)

1150.

328A

[IQ Test](#) · [Tutorial](#)

Quality: 2,393 global accepts · Rating: 1800 · first AC: 2013-07-12 · GNU C++ (first AC) · Tags: implementation

[scorpion's solution](#)

1151.

302C

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

Rating: 1800 · first AC: 2013-05-06 · GNU C++ (first AC) · Tags: constructive algorithms

[scorpion's solution](#)

1152.

300C

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

Quality: 11,761 global accepts · Rating: 1800 · first AC: 2013-04-25 · FPC (first AC) · Tags: brute force, combinatorics

[scorpion's solution](#)

1153.

66C

[Petya and File System](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 1800 · first AC: 2013-03-21 · FPC (first AC) · Tags: data structures, implementation

[scorpion's solution](#)

1154.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1800 · first AC: 2013-03-20 · FPC (first AC) · Tags: data structures, strings

[scorpion's solution](#)

1155.

24C

[Sequence of points](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2013-03-20 · FPC (first AC) · Tags: geometry, implementation, math

[scorpion's solution](#)

1156.

254C

[Anagram](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 1800 · first AC: 2013-03-19 · FPC (first AC) · Tags: greedy, strings

[scorpion's solution](#)

1157.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2013-03-11 · GNU C++ (first AC) · Tags: data structures, implementation, two pointers

[scorpion's solution](#)

1158.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[scorpion's solution](#)

1159.

84D

[Doctor](#) · [Tutorial](#)

Rating: 1800 · first AC: 2013-01-19 · FPC (first AC) · Tags: binary search, implementation

[scorpion's solution](#)

1160.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2013-01-19 · FPC (first AC) · Tags: binary search, math, sortings

[scorpion's solution](#)

1161.

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,207 global accepts · Rating: 1800 · first AC: 2013-01-19 · GNU C++ (first AC) · Tags: binary search, implementation, math
[scorpion's solution](#)

1162.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2013-01-19 · FPC (first AC) · Tags: dp, math, probabilities
[scorpion's solution](#)

1163.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2013-01-19 · FPC (first AC) · Tags: math, probabilities
[scorpion's solution](#)

1164.

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 1800 · first AC: 2013-01-19 · FPC (first AC) · Tags: implementation, math
[scorpion's solution](#)

1165.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,480 global accepts · Rating: 1800 · first AC: 2013-01-18 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[scorpion's solution](#)

1166.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2013-01-08 · FPC (first AC) · Tags: brute force, geometry, math
[scorpion's solution](#)

1167.

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-12-24 · GNU C++ (first AC) · Tags: binary search, brute force, math
[scorpion's solution](#)

1168.

252B

[Unsorting Array](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 1800 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: brute force, sortings
[scorpion's solution](#)

1169.

251B

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

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2012-12-06 · FPC (first AC) · Tags: implementation, math
[scorpion's solution](#)

1170.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2012-11-19 · FPC (first AC) · Tags: dp, hashing, strings
[scorpion's solution](#)

1171.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths
[scorpion's solution](#)

1172.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2012-10-31 · GNU C++ (first AC) · Tags: data structures, implementation

[scorpion's solution](#)

1173.

240B

[Fence](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-10-18 · FPC (first AC) · Tags: dp

[scorpion's solution](#)

1174.

222C

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

Quality: 2,926 global accepts · Rating: 1800 · first AC: 2012-09-10 · FPC (first AC) · Tags: implementation, math, number theory, sortings

[scorpion's solution](#)

1175.

221D

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

Rating: 1800 · first AC: 2012-09-01 · FPC (first AC) · Tags: data structures

[scorpion's solution](#)

1176.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2012-08-31 · FPC (first AC) · Tags: constructive algorithms, data structures

[scorpion's solution](#)

1177.

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2012-07-02 · FPC (first AC) · Tags: math, ternary search

[scorpion's solution](#)

1178.

202D

[Guess That Car!](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-07-02 · FPC (first AC) · Tags: dp, math

[scorpion's solution](#)

1179.

200D

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

Quality: 1,054 global accepts · Rating: 1800 · first AC: 2012-06-24 · FPC (first AC) · Tags: binary search, brute force, expression parsing, implementation

[scorpion's solution](#)

1180.

200C

[Football Championship](#) · [Tutorial](#)

Quality: 1,108 global accepts · Rating: 1800 · first AC: 2012-06-24 · FPC (first AC) · Tags: brute force, implementation

[scorpion's solution](#)

1181.

44D

[Hyperdrive](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1800 · first AC: 2012-06-08 · FPC (first AC) · Tags: math

[scorpion's solution](#)

1182.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2012-06-06 · FPC (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[scorpion's solution](#)

1183.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2012-06-06 · last AC: 2012-06-06 · GNU C++ (first AC) · Tags: dp, sortings
[scorpion's solution](#)

1184.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2012-06-05 · FPC (first AC) · Tags: constructive algorithms
[scorpion's solution](#)

1185.

62B

[Tyndex.Brome](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 1800 · first AC: 2012-06-03 · FPC (first AC) · Tags: binary search, implementation
[scorpion's solution](#)

1186.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 1800 · first AC: 2012-06-03 · FPC (first AC) · Tags: constructive algorithms, greedy, sortings
[scorpion's solution](#)

1187.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2012-06-03 · FPC (first AC) · Tags: dp, games, math, probabilities
[scorpion's solution](#)

1188.

54B

[Cutting Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 1800 · first AC: 2012-05-18 · last AC: 2012-05-18 · GNU C++ (first AC) · Tags: hashing, implementation
[scorpion's solution](#)

1189.

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2012-05-16 · last AC: 2012-05-17 · FPC (first AC) · Tags: geometry
[scorpion's solution](#)

1190.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,418 global accepts · Rating: 1800 · first AC: 2010-06-03 · last AC: 2012-05-12 · FPC (first AC) · Tags: binary search, number theory
[scorpion's solution](#)

1191.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2012-05-11 · FPC (first AC) · Tags: greedy
[scorpion's solution](#)

1192.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2012-05-04 · FPC (first AC) · Tags: math, ternary search
[scorpion's solution](#)

1193.

186D

[Mushroom Scientists](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-05-04 · FPC (first AC) · Tags: math, number theory, probabilities
[scorpion's solution](#)

1194.

182E

[Wooden Fence](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1800 · first AC: 2012-04-26 · FPC (first AC) · Tags: dp

[scorpion's solution](#)

1195.

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2012-04-22 · last AC: 2012-04-22 · FPC (first AC) · Tags: binary search, dp, two pointers

[scorpion's solution](#)

1196.

180A

[Defragmentation](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 1800 · first AC: 2012-04-22 · Delphi (first AC) · Tags: implementation

[scorpion's solution](#)

1197.

177F1

[Script Generation](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 1800 · first AC: 2012-04-21 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1198.

174C

[Range Increments](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 1800 · first AC: 2012-04-08 · FPC (first AC) · Tags: data structures, greedy

[scorpion's solution](#)

1199.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2012-03-26 · FPC (first AC) · Tags: math, number theory

[scorpion's solution](#)

1200.

162B

[Binary notation](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 1800 · first AC: 2012-03-26 · Factor (first AC) · Tags: *special

[scorpion's solution](#)

1201.

133E

[Logo Turtle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-02-05 · last AC: 2012-02-05 · FPC (first AC) · Tags: dp, implementation

[scorpion's solution](#)

1202.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2012-02-05 · FPC (first AC) · Tags: dp

[scorpion's solution](#)

1203.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2012-02-04 · FPC (first AC) · Tags: constructive algorithms, greedy, implementation

[scorpion's solution](#)

1204.

143D

[Help General](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-02-04 · FPC (first AC) · Tags: graph matchings, greedy, math

[scorpion's solution](#)

1205.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-06 · FPC (first AC) · Tags: binary search, data structures, greedy
[scorpion's solution](#)

1206.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · FPC (first AC) · Tags: greedy, sortings
[scorpion's solution](#)

1207.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · last AC: 2012-01-04 · FPC (first AC) · Tags: brute force, greedy, implementation
[scorpion's solution](#)

1208.

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2011-12-15 · FPC (first AC) · Tags: brute force, number theory
[scorpion's solution](#)

1209.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2011-11-22 · FPC (first AC) · Tags: dp, graphs, greedy, implementation
[scorpion's solution](#)

1210.

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2011-11-04 · FPC (first AC) · Tags: math
[scorpion's solution](#)

1211.

124D

[Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2011-11-04 · FPC (first AC) · Tags: brute force, constructive algorithms, number theory
[scorpion's solution](#)

1212.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math
[scorpion's solution](#)

1213.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings
[scorpion's solution](#)

1214.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[scorpion's solution](#)

1215.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[scorpion's solution](#)

1216.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-06-18 · Python 3 (first AC) · Tags: data structures, divide and conquer, math, sortings

[scorpion's solution](#)

1217.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[scorpion's solution](#)

1218.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · last AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[scorpion's solution](#)

1219.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[scorpion's solution](#)

1220.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[scorpion's solution](#)

1221.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[scorpion's solution](#)

1222.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[scorpion's solution](#)

1223.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[scorpion's solution](#)

1224.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[scorpion's solution](#)

1225.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[scorpion's solution](#)

1226.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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1227.

981D

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Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

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1228.

961E

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Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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1229.

953E

[Merge Equal Elements](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-03-17 · D (first AC) · Tags: —

[scorpion's solution](#)

1230.

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings, trees

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1231.

928C

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

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1232.

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-09-19 · Python 2 (first AC) · Tags: constructive algorithms

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1233.

808D

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Quality: 8,107 global accepts · Rating: 1900 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

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1234.

792D

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Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: bitmasks, trees

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1235.

757C

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Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-14 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, strings

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1236.

722D

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1237.

656G

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Quality: 512 global accepts · Rating: 1900 · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: *special

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1238.

633C

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1239.

630E

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Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: math

[scorpion's solution](#)

1240.

613A

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

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

[scorpion's solution](#)

1241.

599D

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

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: brute force, math

[scorpion's solution](#)

1242.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

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1243.

558C

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Quality: 4,205 global accepts · Rating: 1900 · first AC: 2015-07-16 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

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1244.

524C

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Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: binary search, sortings

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1245.

512B

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Rating: 1900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[scorpion's solution](#)

1246.

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-11 · GNU C++ (first AC) · Tags: greedy

[scorpion's solution](#)

1247.

455B

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Quality: 6,854 global accepts · Rating: 1900 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

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1248.

452D

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Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: greedy, implementation

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1249.

448C

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Quality: 10,793 global accepts · Rating: 1900 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: divide and conquer, dp, greedy

[scorpion's solution](#)

1250.

418B

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Rating: 1900 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: bitmasks, dp, sortings

[scorpion's solution](#)

1251.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[scorpion's solution](#)

1252.

372B

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Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-15 · GNU C++ (first AC) · Tags: brute force, divide and conquer, dp

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1253.

343C

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Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

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1254.

342C

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Quality: 1,995 global accepts · Rating: 1900 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: geometry

[scorpion's solution](#)

1255.

45C

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[scorpion's solution](#)

1256.

45D

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Quality: 1,973 global accepts · Rating: 1900 · first AC: 2013-07-29 · GNU C++ (first AC) · Tags: greedy, meet-in-the-middle, sortings

[scorpion's solution](#)

1257.

138B

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Quality: 1,110 global accepts · Rating: 1900 · first AC: 2013-07-10 · GNU C++ (first AC) · Tags: greedy

[scorpion's solution](#)

1258.

327D

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Quality: 2,496 global accepts · Rating: 1900 · first AC: 2013-07-04 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[scorpion's solution](#)

1259.

292E

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Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-04-16 · GNU C++ (first AC) · Tags: data structures

[scorpion's solution](#)

1260.

292D

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Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-04-15 · FPC (first AC) · Tags: data structures, dfs and similar, dp, dsu

[scorpion's solution](#)

1261.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2013-03-21 · FPC (first AC) · Tags: combinatorics, dp

[scorpion's solution](#)

1262.

285D

[Permutation Sum](#) · [Tutorial](#)

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[scorpion's solution](#)

1263.

57C

[Array](#) · [Tutorial](#)

Quality: 4,009 global accepts · Rating: 1900 · first AC: 2013-03-21 · FPC (first AC) · Tags: combinatorics, math

[scorpion's solution](#)

1264.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2013-03-19 · FPC (first AC) · Tags: data structures, dp, strings

[scorpion's solution](#)

1265.

223C

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Quality: 1,755 global accepts · Rating: 1900 · first AC: 2013-03-19 · FPC (first AC) · Tags: combinatorics, math, number theory

[scorpion's solution](#)

1266.

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2013-03-04 · MS C++ (first AC) · Tags: dp, games, greedy, number theory

[scorpion's solution](#)

1267.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2013-02-18 · FPC (first AC) · Tags: combinatorics, divide and conquer, dp

[scorpion's solution](#)

1268.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,865 global accepts · Rating: 1900 · first AC: 2013-02-18 · FPC (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[scorpion's solution](#)

1269.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1900 · first AC: 2013-02-04 · GNU C++ (first AC) · Tags: greedy, sortings

[scorpion's solution](#)

1270.

259D

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

Rating: 1900 · first AC: 2013-01-19 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, math

[scorpion's solution](#)

1271.

262D

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

Rating: 1900 · first AC: 2013-01-19 · FPC (first AC) · Tags: combinatorics, dp

[scorpion's solution](#)

1272.

261B

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

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2013-01-13 · FPC (first AC) · Tags: dp, math, probabilities

[scorpion's solution](#)

1273.

257D

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Quality: 1,719 global accepts · Rating: 1900 · first AC: 2013-01-08 · FPC (first AC) · Tags: greedy, math

[scorpion's solution](#)

1274.

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp

[scorpion's solution](#)

1275.

25D

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Quality: 15,584 global accepts · Rating: 1900 · first AC: 2012-10-31 · GNU C++ (first AC) · Tags: dsu, graphs, trees

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1276.

232B

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[scorpion's solution](#)

1277.

229C

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Quality: 1,783 global accepts · Rating: 1900 · first AC: 2012-10-01 · FPC (first AC) · Tags: combinatorics, graphs, math

[scorpion's solution](#)

1278.

222E

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Quality: 3,571 global accepts · Rating: 1900 · first AC: 2012-09-10 · FPC (first AC) · Tags: dp, matrices

[scorpion's solution](#)

1279.

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers
[scorpion's solution](#)

1280.

215D

[Hot Days](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 1900 · first AC: 2012-08-06 · FPC (first AC) · Tags: greedy
[scorpion's solution](#)

1281.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2012-07-30 · FPC (first AC) · Tags: games
[scorpion's solution](#)

1282.

21A

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Quality: 2,271 global accepts · Rating: 1900 · first AC: 2012-07-09 · FPC (first AC) · Tags: implementation, strings
[scorpion's solution](#)

1283.

177E2

[Space Voyage](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 1900 · first AC: 2012-07-08 · FPC (first AC) · Tags: binary search
[scorpion's solution](#)

1284.

110E

[Lucky Tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2012-07-03 · FPC (first AC) · Tags: combinatorics, dfs and similar, trees
[scorpion's solution](#)

1285.

178D2

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Quality: 326 global accepts · Rating: 1900 · first AC: 2012-06-26 · last AC: 2012-06-26 · FPC (first AC) · Tags: —
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1286.

199B

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Quality: 877 global accepts · Rating: 1900 · first AC: 2012-06-23 · FPC (first AC) · Tags: geometry
[scorpion's solution](#)

1287.

195D

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Quality: 1,135 global accepts · Rating: 1900 · first AC: 2012-06-10 · last AC: 2012-06-11 · GNU C++ (first AC) · Tags: geometry, math, sortings
[scorpion's solution](#)

1288.

111B

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Quality: 4,104 global accepts · Rating: 1900 · first AC: 2012-06-06 · GNU C++ (first AC) · Tags: binary search, data structures, number theory
[scorpion's solution](#)

1289.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2012-06-05 · FPC (first AC) · Tags: constructive algorithms, games, greedy
[scorpion's solution](#)

1290.

136E

[Zero-One](#) · [Tutorial](#)

Rating: 1900 · first AC: 2012-06-05 · FPC (first AC) · Tags: constructive algorithms, games, greedy

[scorpion's solution](#)

1291.

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2012-06-05 · FPC (first AC) · Tags: constructive algorithms, implementation, sortings

[scorpion's solution](#)

1292.

5C

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1293.

144D

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Quality: 5,064 global accepts · Rating: 1900 · first AC: 2012-06-03 · FPC (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

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1294.

127C

[Hot Bath](#) · [Tutorial](#)

Rating: 1900 · first AC: 2012-06-03 · FPC (first AC) · Tags: binary search, math

[scorpion's solution](#)

1295.

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2012-06-03 · FPC (first AC) · Tags: binary search, brute force, math

[scorpion's solution](#)

1296.

109C

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Quality: 4,129 global accepts · Rating: 1900 · first AC: 2012-06-02 · FPC (first AC) · Tags: dp, dsu, trees

[scorpion's solution](#)

1297.

112D

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

Rating: 1900 · first AC: 2012-06-02 · GNU C++ (first AC) · Tags: implementation, number theory

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1298.

190D

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Quality: 2,661 global accepts · Rating: 1900 · first AC: 2012-05-17 · FPC (first AC) · Tags: two pointers

[scorpion's solution](#)

1299.

16D

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Quality: 1,866 global accepts · Rating: 1900 · first AC: 2010-06-03 · last AC: 2012-05-12 · FPC (first AC) · Tags: implementation, strings

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1300.

180D

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Quality: 812 global accepts · Rating: 1900 · first AC: 2012-04-22 · last AC: 2012-04-22 · FPC (first AC) · Tags: greedy, strings

[scorpion's solution](#)

1301.

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 1900 · first AC: 2012-03-26 · FPC (first AC) · Tags: brute force, dfs and similar, math, number theory
[scorpion's solution](#)

1302.

162D

[Remove digits](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 1900 · first AC: 2012-03-26 · Factor (first AC) · Tags: *special
[scorpion's solution](#)

1303.

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-05 · FPC (first AC) · Tags: *special, dp, sortings
[scorpion's solution](#)

1304.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2012-02-03 · FPC (first AC) · Tags: dp
[scorpion's solution](#)

1305.

94D

[End of Exams](#) · [Tutorial](#)

Rating: 1900 · first AC: 2011-06-30 · FPC (first AC) · Tags: greedy, math
[scorpion's solution](#)

1306.

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2011-08-24 · GNU C++ (first AC) · Tags: dp, games
[scorpion's solution](#)

1307.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2011-07-11 · FPC (first AC) · Tags: constructive algorithms, greedy
[scorpion's solution](#)

1308.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math
[scorpion's solution](#)

1309.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · last AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings
[scorpion's solution](#)

1310.

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[scorpion's solution](#)

1311.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers
[scorpion's solution](#)

1312.

1088D

[Ehab and another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[scorpion's solution](#)

1313.

1009E

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Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[scorpion's solution](#)

1314.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 2000 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[scorpion's solution](#)

1315.

953F

[Mobile Communications](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-03-17 · Go (first AC) · Tags: —

[scorpion's solution](#)

1316.

862D

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

Quality: 2,043 global accepts · Rating: 2000 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, interactive

[scorpion's solution](#)

1317.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[scorpion's solution](#)

1318.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2016-07-06 · last AC: 2016-07-06 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[scorpion's solution](#)

1319.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures

[scorpion's solution](#)

1320.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[scorpion's solution](#)

1321.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math

[scorpion's solution](#)

1322.

621E

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

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2016-01-31 · last AC: 2016-01-31 · GNU C++11 (first AC) · Tags: dp, matrices
[scorpion's solution](#)

1323.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: ternary search
[scorpion's solution](#)

1324.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[scorpion's solution](#)

1325.

541C

[Idempotent functions](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —
[scorpion's solution](#)

1326.

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1327.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, data structures
[scorpion's solution](#)

1328.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2015-03-03 · GNU C++0x (first AC) · Tags: graphs, greedy, sortings
[scorpion's solution](#)

1329.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, probabilities
[scorpion's solution](#)

1330.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2015-02-05 · GNU C++0x (first AC) · Tags: dfs and similar, divide and conquer, dp, trees
[scorpion's solution](#)

1331.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: math
[scorpion's solution](#)

1332.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, data structures, math
[scorpion's solution](#)

1333.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,596 global accepts · Rating: 2000 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths
[scorpion's solution](#)

1334.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: brute force, data structures, greedy
[scorpion's solution](#)

1335.

66E

[Petya and Post](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2000 · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: data structures, dp
[scorpion's solution](#)

1336.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: greedy, implementation, math, ternary search
[scorpion's solution](#)

1337.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees
[scorpion's solution](#)

1338.

45E

[Director](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2000 · first AC: 2013-07-29 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[scorpion's solution](#)

1339.

314C

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

Quality: 2,004 global accepts · Rating: 2000 · first AC: 2013-06-10 · GNU C++ (first AC) · Tags: data structures, dp
[scorpion's solution](#)

1340.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2013-04-15 · FPC (first AC) · Tags: brute force
[scorpion's solution](#)

1341.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2013-03-20 · FPC (first AC) · Tags: dp
[scorpion's solution](#)

1342.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2013-02-18 · FPC (first AC) · Tags: dp, math
[scorpion's solution](#)

1343.

259E

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

Rating: 2000 · first AC: 2013-01-19 · FPC (first AC) · Tags: binary search, combinatorics, math
[scorpion's solution](#)

1344.

262E

[Maxim and Matrix](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-01-19 · FPC (first AC) · Tags: dp

[scorpion's solution](#)

1345.

263C

[Circle of Numbers](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2000 · first AC: 2013-01-18 · GNU C++ (first AC) · Tags: brute force, dfs and similar, implementation

[scorpion's solution](#)

1346.

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2013-01-13 · FPC (first AC) · Tags: constructive algorithms, dp, math

[scorpion's solution](#)

1347.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2012-12-24 · FPC (first AC) · Tags: binary search, combinatorics, dp, math

[scorpion's solution](#)

1348.

253D

[Table with Letters - 2](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2000 · first AC: 2012-12-10 · GNU C++ (first AC) · Tags: brute force, two pointers

[scorpion's solution](#)

1349.

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[scorpion's solution](#)

1350.

245F

[Log Stream Analysis](#) · [Tutorial](#)

Quality: 976 global accepts · Rating: 2000 · first AC: 2012-11-20 · FPC (first AC) · Tags: binary search, brute force, implementation, strings

[scorpion's solution](#)

1351.

214E

[Relay Race](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-08-02 · FPC (first AC) · Tags: dp

[scorpion's solution](#)

1352.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2012-08-02 · FPC (first AC) · Tags: dp

[scorpion's solution](#)

1353.

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,540 global accepts · Rating: 2000 · first AC: 2012-07-09 · FPC (first AC) · Tags: binary search, dp, sortings

[scorpion's solution](#)

1354.

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2012-07-09 · FPC (first AC) · Tags: implementation, math

[scorpion's solution](#)

1355.

129E

[Games with Rectangle](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-07-04 · FPC (first AC) · Tags: combinatorics, dp
[scorpion's solution](#)

1356.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2012-07-02 · FPC (first AC) · Tags: dp
[scorpion's solution](#)

1357.

202E

[Fragile Bridges](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-07-02 · FPC (first AC) · Tags: data structures, dp
[scorpion's solution](#)

1358.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2012-06-17 · GNU C++ (first AC) · Tags: math
[scorpion's solution](#)

1359.

197D

[Infinite Maze](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-06-12 · FPC (first AC) · Tags: graphs, hashing
[scorpion's solution](#)

1360.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2012-06-12 · FPC (first AC) · Tags: dfs and similar, graphs
[scorpion's solution](#)

1361.

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2012-06-11 · GNU C++ (first AC) · Tags: data structures, dsu, graphs
[scorpion's solution](#)

1362.

44J

[Triminoes](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2000 · first AC: 2012-06-08 · FPC (first AC) · Tags: constructive algorithms, greedy
[scorpion's solution](#)

1363.

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2012-06-06 · GNU C++ (first AC) · Tags: dp, games, number theory
[scorpion's solution](#)

1364.

194D

[Xor](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-06-04 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1365.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2012-06-04 · FPC (first AC) · Tags: brute force
[scorpion's solution](#)

1366.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 2000 · first AC: 2012-06-03 · FPC (first AC) · Tags: games

[scorpion's solution](#)

1367.

131F

[Present to Mom](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 2000 · first AC: 2012-06-02 · GNU C++ (first AC) · Tags: binary search, two pointers

[scorpion's solution](#)

1368.

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2000 · first AC: 2012-05-18 · last AC: 2012-05-18 · FPC (first AC) · Tags: dp, math, probabilities

[scorpion's solution](#)

1369.

176C

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

Quality: 534 global accepts · Rating: 2000 · first AC: 2012-04-20 · FPC (first AC) · Tags: combinatorics, constructive algorithms

[scorpion's solution](#)

1370.

181E

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

Rating: 2000 · first AC: 2012-04-20 · FPC (first AC) · Tags: games

[scorpion's solution](#)

1371.

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2012-04-08 · Secret_171 (first AC) · Tags: *special

[scorpion's solution](#)

1372.

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2000 · first AC: 2012-04-08 · FPC (first AC) · Tags: *special, implementation

[scorpion's solution](#)

1373.

43D

[Journey](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2000 · first AC: 2012-03-30 · FPC (first AC) · Tags: brute force, constructive algorithms, implementation

[scorpion's solution](#)

1374.

69C

[Game](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2000 · first AC: 2011-08-24 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

1375.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2011-07-11 · FPC (first AC) · Tags: brute force, dp, number theory

[scorpion's solution](#)

1376.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,499 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[scorpion's solution](#)

1377.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory
[scorpion's solution](#)

1378.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees
[scorpion's solution](#)

1379.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[scorpion's solution](#)

1380.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[scorpion's solution](#)

1381.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs
[scorpion's solution](#)

1382.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[scorpion's solution](#)

1383.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: binary search, geometry, math
[scorpion's solution](#)

1384.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings
[scorpion's solution](#)

1385.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-09-09 · GNU C++11 (first AC) · Tags: dp, greedy
[scorpion's solution](#)

1386.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math
[scorpion's solution](#)

1387.

541F

[Quest](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1388.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: greedy, two pointers

[scorpion's solution](#)

1389.

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: greedy

[scorpion's solution](#)

1390.

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation

[scorpion's solution](#)

1391.

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-11 · GNU C++ (first AC) · Tags: data structures, ternary search

[scorpion's solution](#)

1392.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[scorpion's solution](#)

1393.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities

[scorpion's solution](#)

1394.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: dfs and similar, number theory, trees

[scorpion's solution](#)

1395.

302D

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

Rating: 2100 · first AC: 2013-05-06 · GNU C++ (first AC) · Tags: binary search, dfs and similar, dp, shortest paths

[scorpion's solution](#)

1396.

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2013-03-13 · FPC (first AC) · Tags: dp, games

[scorpion's solution](#)

1397.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2013-02-25 · GNU C++ (first AC) · Tags: data structures, graphs, trees

[scorpion's solution](#)

1398.

12E

[Start of the session](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2100 · first AC: 2013-02-18 · FPC (first AC) · Tags: constructive algorithms

[scorpion's solution](#)

1399.

270E

[Flawed Flow](#) · [Tutorial](#)

Rating: 2100 · first AC: 2013-02-02 · GNU C++ (first AC) · Tags: dfs and similar, sortings

[scorpion's solution](#)

1400.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2013-02-02 · GNU C++ (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[scorpion's solution](#)

1401.

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2013-01-24 · FPC (first AC) · Tags: constructive algorithms, greedy, math

[scorpion's solution](#)

1402.

260D

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

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2012-12-27 · FPC (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees

[scorpion's solution](#)

1403.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy

[scorpion's solution](#)

1404.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2012-09-24 · FPC (first AC) · Tags: constructive algorithms, greedy

[scorpion's solution](#)

1405.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2012-09-19 · FPC (first AC) · Tags: math, number theory

[scorpion's solution](#)

1406.

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2012-08-24 · FPC (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[scorpion's solution](#)

1407.

217B

[Blackboard Fibonacci](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2012-08-18 · FPC (first AC) · Tags: brute force, math

[scorpion's solution](#)

1408.

209B

[Pixels](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2100 · first AC: 2012-07-28 · FPC (first AC) · Tags: constructive algorithms, math

[scorpion's solution](#)

1409.

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2012-06-28 · last AC: 2012-06-28 · FPC (first AC) · Tags: binary search, geometry

[scorpion's solution](#)

1410.

178D3

[Magic Squares](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2100 · first AC: 2012-06-26 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1411.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,483 global accepts · Rating: 2100 · first AC: 2012-05-24 · last AC: 2012-05-24 · FPC (first AC) · Tags: geometry, math

[scorpion's solution](#)

1412.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,031 global accepts · Rating: 2100 · first AC: 2012-05-21 · GNU C++ (first AC) · Tags: geometry, sortings

[scorpion's solution](#)

1413.

54D

[Writing a Song](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2100 · first AC: 2012-05-18 · last AC: 2012-05-18 · FPC (first AC) · Tags: brute force, dp, strings

[scorpion's solution](#)

1414.

74C

[Chessboard Billiard](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2100 · first AC: 2012-03-26 · FPC (first AC) · Tags: dfs and similar, dsu, graphs, number theory

[scorpion's solution](#)

1415.

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2012-02-12 · FPC (first AC) · Tags: greedy, two pointers

[scorpion's solution](#)

1416.

132B

[Piet](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2100 · first AC: 2012-02-05 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

1417.

133D

[Piet](#) · [Tutorial](#)

Rating: 2100 · first AC: 2012-02-05 · FPC (first AC) · Tags: implementation

[scorpion's solution](#)

1418.

56D

[Changing a String](#) · [Tutorial](#)

Quality: 2,095 global accepts · Rating: 2100 · first AC: 2012-02-03 · last AC: 2012-02-03 · FPC (first AC) · Tags: dp

[scorpion's solution](#)

1419.

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2011-08-19 · FPC (first AC) · Tags: geometry, ternary search

[scorpion's solution](#)

1420.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[scorpion's solution](#)

1421.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[scorpion's solution](#)

1422.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[scorpion's solution](#)

1423.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[scorpion's solution](#)

1424.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2018-10-31 · PyPy 2 (first AC) · Tags: data structures, math

[scorpion's solution](#)

1425.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 2200 · first AC: 2018-10-05 · last AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[scorpion's solution](#)

1426.

953H

[Endless Roses Most Beautiful](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[scorpion's solution](#)

1427.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2016-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[scorpion's solution](#)

1428.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: binary search, greedy

[scorpion's solution](#)

1429.

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[scorpion's solution](#)

1430.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[scorpion's solution](#)

1431.

618D

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

Quality: 1,898 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[scorpion's solution](#)

1432.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2015-09-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[scorpion's solution](#)

1433.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2015-03-04 · last AC: 2015-03-04 · GNU C++0x (first AC) · Tags: data structures, implementation, math, two pointers

[scorpion's solution](#)

1434.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, number theory

[scorpion's solution](#)

1435.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[scorpion's solution](#)

1436.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2013-07-29 · GNU C++ (first AC) · Tags: number theory

[scorpion's solution](#)

1437.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2013-07-10 · GNU C++ (first AC) · Tags: binary search, data structures, probabilities, sortings

[scorpion's solution](#)

1438.

282E

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

Quality: 4,329 global accepts · Rating: 2200 · first AC: 2013-03-13 · FPC (first AC) · Tags: bitmasks, data structures, trees

[scorpion's solution](#)

1439.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2013-03-11 · GNU C++ (first AC) · Tags: implementation, math, probabilities, trees

[scorpion's solution](#)

1440.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, graphs

[scorpion's solution](#)

1441.

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: graphs, greedy

[scorpion's solution](#)

1442.

255E

[Furlo and Rublo and Game](#) · [Tutorial](#)

Quality: 977 global accepts · Rating: 2200 · first AC: 2013-01-19 · GNU C++ (first AC) · Tags: games, implementation, math
[scorpion's solution](#)

1443.

256C

[Furlo and Rublo and Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2012-12-24 · GNU C++ (first AC) · Tags: games
[scorpion's solution](#)

1444.

125D

[Two progressions](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2200 · first AC: 2012-06-05 · FPC (first AC) · Tags: constructive algorithms, greedy
[scorpion's solution](#)

1445.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2012-03-17 · FPC (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
[scorpion's solution](#)

1446.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2012-02-03 · last AC: 2012-02-03 · FPC (first AC) · Tags: binary search, data structures, sortings
[scorpion's solution](#)

1447.

70C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2011-08-24 · FPC (first AC) · Tags: binary search, data structures, sortings, two pointers
[scorpion's solution](#)

1448.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search
[scorpion's solution](#)

1449.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings
[scorpion's solution](#)

1450.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices
[scorpion's solution](#)

1451.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[scorpion's solution](#)

1452.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[scorpion's solution](#)

1453.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2016-02-25 · last AC: 2016-02-25 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees
[scorpion's solution](#)

1454.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: dp, greedy, number theory
[scorpion's solution](#)

1455.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: dp, fft
[scorpion's solution](#)

1456.

92E

[Ski Base](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: data structures, dsu, graphs
[scorpion's solution](#)

1457.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,106 global accepts · Rating: 2300 · first AC: 2013-04-25 · GNU C++ (first AC) · Tags: binary search, math, number theory
[scorpion's solution](#)

1458.

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2012-02-12 · FPC (first AC) · Tags: binary search, data structures, dp
[scorpion's solution](#)

1459.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2012-02-04 · FPC (first AC) · Tags: brute force, dp
[scorpion's solution](#)

1460.

143E

[Help Caretaker](#) · [Tutorial](#)

Rating: 2300 · first AC: 2012-02-04 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1461.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math
[scorpion's solution](#)

1462.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[scorpion's solution](#)

1463.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[scorpion's solution](#)

1464.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[scorpion's solution](#)

1465.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[scorpion's solution](#)

1466.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[scorpion's solution](#)

1467.

913E

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

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-02-01 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths

[scorpion's solution](#)

1468.

787E

[Till I Collapse](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-25 · GNU C++11 (first AC) · Tags: data structures, trees

[scorpion's solution](#)

1469.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,731 global accepts · Rating: 2400 · first AC: 2016-08-20 · MS C++ (first AC) · Tags: dp

[scorpion's solution](#)

1470.

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-04-24 · MS C++ (first AC) · Tags: dp, implementation, math, probabilities

[scorpion's solution](#)

1471.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[scorpion's solution](#)

1472.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: dp

[scorpion's solution](#)

1473.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2400 · first AC: 2016-02-01 · last AC: 2016-02-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[scorpion's solution](#)

1474.

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[scorpion's solution](#)

1475.

524E

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

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings

[scorpion's solution](#)

1476.

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-02-10 · GNU C++0x (first AC) · Tags: constructive algorithms, dp, math

[scorpion's solution](#)

1477.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-24 · last AC: 2014-12-24 · GNU C++ (first AC) · Tags: dp, probabilities, two pointers

[scorpion's solution](#)

1478.

84E

[Track](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: brute force, shortest paths

[scorpion's solution](#)

1479.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: constructive algorithms

[scorpion's solution](#)

1480.

330E

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

Rating: 2400 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1481.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2012-09-24 · FPC (first AC) · Tags: data structures, implementation, math, matrices, number theory

[scorpion's solution](#)

1482.

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2012-06-27 · GNU C++ (first AC) · Tags: brute force, data structures

[scorpion's solution](#)

1483.

200E

[Tractor College](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 2400 · first AC: 2012-06-25 · GNU C++ (first AC) · Tags: implementation, math, number theory, ternary search

[scorpion's solution](#)

1484.

194E

[Hamming Distance](#) · [Tutorial](#)

Rating: 2400 · first AC: 2012-06-04 · FPC (first AC) · Tags: math

[scorpion's solution](#)

1485.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2400 · first AC: 2012-06-04 · FPC (first AC) · Tags: constructive algorithms, greedy, math, matrices

[scorpion's solution](#)

1486.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: games, math

[scorpion's solution](#)

1487.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[scorpion's solution](#)

1488.

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2015-03-01 · GNU C++0x (first AC) · Tags: brute force, dp

[scorpion's solution](#)

1489.

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2013-01-18 · GNU C++ (first AC) · Tags: brute force, data structures, dp

[scorpion's solution](#)

1490.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2012-05-31 · MS C++ (first AC) · Tags: constructive algorithms, sortings

[scorpion's solution](#)

1491.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: math

[scorpion's solution](#)

1492.

258D

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

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2012-12-24 · FPC (first AC) · Tags: dp, math, probabilities

[scorpion's solution](#)

1493.

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[scorpion's solution](#)

1494.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees
[scorpion's solution](#)

1495.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2015-03-04 · last AC: 2015-03-04 · GNU C++0x (first AC) · Tags: data structures, dsu
[scorpion's solution](#)

1496.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
[scorpion's solution](#)

1497.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2015-10-07 · last AC: 2015-10-07 · GNU C++11 (first AC) · Tags: constructive algorithms, fft, math
[scorpion's solution](#)

1498.

74E

[Shift It!](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2800 · first AC: 2012-06-06 · FPC (first AC) · Tags: constructive algorithms
[scorpion's solution](#)

1499.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, math
[scorpion's solution](#)

1500.

65E

[Harry Potter and Moving Staircases](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: 2900 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: dfs and similar, implementation
[scorpion's solution](#)

1501.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2016-01-30 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers
[scorpion's solution](#)

1502.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3100 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees
[scorpion's solution](#)

1503.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, hashing, trees
[scorpion's solution](#)

1504.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive

[scorpion's solution](#)

1505.

2183I2

[Pairs Flipping \(Hard Version\)](#) · [Tutorial](#)

Quality: 69 global accepts · Rating: 3500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[scorpion's solution](#)

1506.

2183I1

[Pairs Flipping \(Easy Version\)](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: 3500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[scorpion's solution](#)

1507.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings

[scorpion's solution](#)

1508.

2224A

[Zhily and Array Operating](#) · [Tutorial](#)

Quality: 5,565 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[scorpion's solution](#)

1509.

2224B

[Zhily and Mex and Max](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[scorpion's solution](#)

1510.

2223D

[Zhily and Cycle](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy

[scorpion's solution](#)

1511.

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees

[scorpion's solution](#)

1512.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,781 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, sortings, two pointers

[scorpion's solution](#)

1513.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,517 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[scorpion's solution](#)

1514.

2223F

[Zhily and Colorful Strings](#) · [Tutorial](#)

Quality: 17 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, fft, math
[scorpion's solution](#)

1515.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees
[scorpion's solution](#)

1516.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
[scorpion's solution](#)

1517.

2222H

[Counting Sort?](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp
[scorpion's solution](#)

1518.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[scorpion's solution](#)

1519.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math
[scorpion's solution](#)

1520.

2222D

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

Quality: 3,193 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings
[scorpion's solution](#)

1521.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[scorpion's solution](#)

1522.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,013 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[scorpion's solution](#)

1523.

2087E

[Color the Arrows](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, dp
[scorpion's solution](#)

1524.

2087D

[Uppercase or Lowercase? · Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, interactive
[scorpion's solution](#)

1525.

2087C

[Coin Game · Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, greedy
[scorpion's solution](#)

1526.

2087B

[Showmatch · Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special
[scorpion's solution](#)

1527.

2087A

[Password Generator · Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special
[scorpion's solution](#)

1528.

2088A

[Easy Problem · Tutorial](#)

Rating: — · first AC: 2025-04-02 · Kotlin 1.7 (first AC) · Tags: *special, math
[scorpion's solution](#)

1529.

105700A

[A5D1Dä:C @D\\$K](#)

Rating: — · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[scorpion's solution](#)

1530.

1952A

[Are You a Robot, Again? · Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-04 · Python 3 (first AC) · Tags: *special, strings
[scorpion's solution](#)

1531.

1531E3

[B >D B@, @ Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-28 · last AC: 2021-05-29 · MS C++ 2017 (first AC) · Tags: *special, binary search
[scorpion's solution](#)

1532.

1531E1

[B >D B@, @ Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-26 · last AC: 2021-05-28 · PyPy 3 (first AC) · Tags: *special
[scorpion's solution](#)

1533.

1531E2

[B >D B@, @ Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-26 · last AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force
[scorpion's solution](#)

1534.

1531D

[B 5CD0C#B0ja@ D45CÂ C,,=C45D Å 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: *special
[scorpion's solution](#)

1535.

1531A

[At8CÔ3CT@#color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-26 · last AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[scorpion's solution](#)**1536.**

1531C

[B 8CÄiCTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dp

[scorpion's solution](#)**1537.**

1531B1

[ÄÄ»CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: *special

[scorpion's solution](#)**1538.**

1531B2

[ÄÄ»CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: *special

[scorpion's solution](#)**1539.**

100773C

[BÔ:100GÄ5CÔ 2 A @ C,,BC =D :Cä9 D 0Ct2CT4C#5](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[scorpion's solution](#)**1540.**

100773G

[AD5D\\$0C´8](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[scorpion's solution](#)**1541.**

100773D

[AD»CÔCä5 CÔCD\\$5D,,5D BC\\$8CP](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[scorpion's solution](#)**1542.**

100773B

[ÄÄFOT?C´5CÔ8CP](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[scorpion's solution](#)**1543.**

100773E

[B 0D CÖTBD² D48CD6C€](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[scorpion's solution](#)**1544.**

100773I

[ÄÄ»C\\$C @C =DdK](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[scorpion's solution](#)**1545.**

100773A

[A6»DTisCB 2 C#8CÔ>](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[scorpion's solution](#)

1546.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[scorpion's solution](#)

1547.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[scorpion's solution](#)

1548.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[scorpion's solution](#)

1549.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[scorpion's solution](#)

1550.

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · Python 2 (first AC) · Tags: —
[scorpion's solution](#)

1551.

undefined499

[Greatest Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: *special
[scorpion's solution](#)

1552.

undefined111

[Very simple problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · Python 2 (first AC) · Tags: *special
[scorpion's solution](#)

1553.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · Python 2 (first AC) · Tags: *special
[scorpion's solution](#)

1554.

undefined107

[987654321 problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · Python 2 (first AC) · Tags: *special
[scorpion's solution](#)

1555.

undefined180

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: *special
[scorpion's solution](#)

1556.

undefined403

[Scientific Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · Python 2 (first AC) · Tags: *special
[scorpion's solution](#)

1557.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · Python 2 (first AC) · Tags: *special

[scorpion's solution](#)

1558.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: *special

[scorpion's solution](#)

1559.

101773A

[Remainder Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[scorpion's solution](#)

1560.

101773B

[Double Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[scorpion's solution](#)

1561.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-29 · Python 2 (first AC) · Tags: —

[scorpion's solution](#)

1562.

101064F

[Metal detector](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[scorpion's solution](#)

1563.

101064C

[Cahokia ruins](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[scorpion's solution](#)

1564.

101064K

[Mount Rushmore and Birthdays](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[scorpion's solution](#)

1565.

101028J

[X and Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-12 · GNU C++11 (first AC) · Tags: —

[scorpion's solution](#)

1566.

100993C

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

Rating: — · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: —

[scorpion's solution](#)

1567.

100853J

[A00Dj0rD;D46C 0 C, >C60D =C 8 D\\$@D44C00](#)

Rating: — · first AC: 2016-02-17 · last AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[scorpion's solution](#)

1568.

100853F

[B,T>C#C'0CD:C](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[scorpion's solution](#)

1569.

100853N

[B\\$@Ct=C,,@Cä2C#8 A =CD@CTO A\\$8C#BCä@Cä2C,,GC](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[scorpion's solution](#)

1570.

100853M

[B T0ä10äGCÖ0Dò ?CäAC'5CD>C\\$0D\\$5C'LCÖ>D BDÀ](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[scorpion's solution](#)

1571.

100853L

[B\\$U000 C, :CÖ8Cd5Dt:C€](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[scorpion's solution](#)

1572.

100853K

[A'5DÜ0GÖ5 CÄ>Cd5D" 2 C#@C ACÖKCP](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[scorpion's solution](#)

1573.

100853H

[Bt5D20 8 CäAC'K](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[scorpion's solution](#)

1574.

100853G

[ADZ0ä@Cä2D'9 DDCD\\$1Cä; C" !C <C @CP](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[scorpion's solution](#)

1575.

100853E

[B\\$5D\\$@C,,A](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[scorpion's solution](#)

1576.

100853D

[A0;Cä10 4DÄ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[scorpion's solution](#)

1577.

100853C

[A@Cä1 C'5CÄK B BC @CäAD\\$K](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[scorpion's solution](#)

1578.

100853B

[B T0dCä5 Ct2CT=Cä](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[scorpion's solution](#)

1579.

100853A

[Ar: Dñ D16CR =CR 0CÔ>CÔ8CÄ=D´E Cö @Cä3D 0CÄ<C,,AD\\$>C](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[scorpion's solution](#)

1580.

100516E

[AÔ>C\\$>CR @C 7C\\$;CTGCT=C,,5](#)

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[scorpion's solution](#)

1581.

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++0x (first AC) · Tags: —

[scorpion's solution](#)

1582.

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++0x (first AC) · Tags: —

[scorpion's solution](#)

1583.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++0x (first AC) · Tags: —

[scorpion's solution](#)

1584.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++0x (first AC) · Tags: —

[scorpion's solution](#)

1585.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++0x (first AC) · Tags: —

[scorpion's solution](#)

1586.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++0x (first AC) · Tags: —

[scorpion's solution](#)

1587.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++0x (first AC) · Tags: —

[scorpion's solution](#)

1588.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++0x (first AC) · Tags: —

[scorpion's solution](#)

1589.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++0x (first AC) · Tags: —

[scorpion's solution](#)

1590.

100494A

[Aspen Avenue](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1591.

100494G

[Getting Gold](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1592.

100494B

[Best Compression Ever](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1593.

100494E

[Event Planning](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1594.

100319A

[A Ad8BC,,2C>CR <D'HC'5C08CP](#)

Rating: — · first AC: 2013-12-25 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1595.

100296E

[B\\$5C5DD>C0=D'5 C0>CÄ5D 0](#)

Rating: — · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1596.

100296H

[A0D'8D"5C0=Cä5 D >CT4C,,=CT=C,,5](#)

Rating: — · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1597.

100296D

[A5C@ C AC=0 Ct0C >D 0](#)

Rating: — · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1598.

100296I

[A05D5D\\$OC48C\\$0C08CR :C =C BC](#)

Rating: — · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1599.

100296G

[A0@C,7D°](#)

Rating: — · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1600.

100296B

[A45D5CB'CP](#)

Rating: — · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1601.

100095H

[High security](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1602.

100095I

[Immediate Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1603.

100095J

[John's Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1604.

100095D

[Dice](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1605.

100095F

[Flat](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1606.

100095B

[Black Square](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1607.

100095A

[Automated Telephone Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1608.

100185B

[Peragrams](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-08 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1609.

100184D

[Work](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-08 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1610.

100184J

[Duty](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-08 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1611.

100184E

[Construction](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-08 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1612.

100184F

[Task](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-08 · Python 2 (first AC) · Tags: —

[scorpion's solution](#)

1613.

100184G

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-08 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1614.

100184B

[Watson's memory](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-08 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1615.

100184K

[Method of linear transformation](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-08 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1616.

100184L

[Watson's magic number](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-08 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1617.

100184M

[Formatting](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-08 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1618.

100184A

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-08 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1619.

100121G

[BD8046D = Că5 Cæ0D\\$0CÔ8CP](#)

Rating: — · first AC: 2012-11-16 · last AC: 2013-07-10 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1620.

100121D

[B18D,rj@à](#)

Rating: — · first AC: 2012-11-16 · last AC: 2013-07-10 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1621.

100121C

[A,;DæG](#)

Rating: — · first AC: 2012-11-16 · last AC: 2013-07-10 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1622.

100121H

[A,;3D0i@ AC^>C\\$0](#)

Rating: — · first AC: 2012-11-16 · last AC: 2013-07-10 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1623.

100121A

[A6@D6x C O C, >C# @D46CÔ>D BDÀ](#)

Rating: — · first AC: 2012-11-16 · last AC: 2013-07-10 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1624.

100121F

[Ad50f5Ct=D'5 CD>D >C48](#)

Rating: — · first AC: 2012-11-16 · last AC: 2013-07-10 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1625.

100121B

[BÖyCTaD\\$@C,,GCTAC#0Dò ADT5CÄ0](#)

Rating: — · first AC: 2012-11-16 · last AC: 2013-07-10 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1626.

100121E

[B UD D10D :C :D41C,,:Cä2](#)

Rating: — · first AC: 2012-11-16 · last AC: 2013-07-10 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1627.

100004A

[Paper Route · Tutorial](#)

Rating: — · first AC: 2013-07-08 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1628.

100188G

[B E D BC,, @ Cä2C#0](#)

Rating: — · first AC: 2013-04-30 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1629.

100188L

[A6FD1BC, >CD8CÔ0C#>C\\$KCR AD\\$@Cä:C€](#)

Rating: — · first AC: 2013-04-30 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1630.

100188J

[B GQAD\\$,C,,2D'5 C 8C'5D\\$K C" 1D44D4ICT<](#)

Rating: — · first AC: 2013-04-29 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1631.

100188D

[@ 6Cqja C" "C,,1CTBCP](#)

Rating: — · first AC: 2013-04-29 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1632.

100188E

[@ 6Cqja C" BD4<C =CP](#)

Rating: — · first AC: 2013-04-29 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1633.

100188K

[AD2ORAD\\$@Cä:C€](#)

Rating: — · first AC: 2013-04-29 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1634.

100188B

[AÄÖÖr2Cα>D 7C,,=CR](#)

Rating: — · first AC: 2013-04-29 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1635.

100188A

[A\\$5D>DôBCÔ>D BDÂ 2D`8C4@D`HC](#)

Rating: — · first AC: 2013-04-29 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1636.

100188I

[KITNAMORIROMANTIK](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-29 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1637.

100188H

[10102](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-29 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1638.

100187K

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-27 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1639.

100187M

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

Rating: — · first AC: 2013-04-27 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1640.

100187J

[Deck Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-27 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1641.

100187B

[A Lot of Joy](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-27 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1642.

100187D

[Holidays](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-27 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1643.

100187L

[Ministry of Truth](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-27 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1644.

100187H

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

Rating: — · first AC: 2013-04-27 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1645.

100090J

[Product Innovation](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-20 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1646.

100090E

[Counterfeiters](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-20 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1647.

100090A

[After Two Hares](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-20 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1648.

100090G

[The Last Wish](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-20 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1649.

100090M

[Jumping along the Hummocks](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-20 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1650.

100090D

[Insomnia](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-20 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1651.

100090K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-20 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1652.

100090L

[Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-20 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1653.

100087C

[A\\$K000;C O Cä1Cä;CäGC=0](#)

Rating: — · first AC: 2012-09-21 · last AC: 2013-03-23 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1654.

100168P

[Aö>0;ja C 4C 5Cd=CäAD\\$L D\\$>Dt:C, ?D OCÄ>C•](#)

Rating: — · first AC: 2013-03-20 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1655.

100168S

[Aö>0;ja C 4C 5C08CR BCäGCT: C\\$=CR ?D OCÄ>C•](#)

Rating: — · first AC: 2013-03-20 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1656.

100168R

[A6@Cjia C 4C`5Cd=CäAD\\$L D\\$>Dt:C, >D\\$@CT7C#C](#)

Rating: — · first AC: 2013-03-20 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1657.

100168N

[B4@C2605C08CR ?D OCÄ>C' ”•](#)

Rating: — · first AC: 2013-03-20 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1658.

100168M

[B4@C2605C08CR ?D OCÄ>C' •](#)

Rating: — · first AC: 2013-03-20 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1659.

100168L

[ADjCjia C 2CT:D\\$>D 0](#)

Rating: — · first AC: 2013-03-20 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1660.

100168D

[A6jCjia 4DÄ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2013-03-20 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1661.

100168C

[A6jCjia 4DÄ <CÖ>C4>D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2013-03-20 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1662.

100168B

[B4jCjia CÄ5Cd4D2 2CT:D\\$>D 0CÄ8](#)

Rating: — · first AC: 2013-03-20 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1663.

100168A

[A6jCjia 00D =D`9 D43Cä; D\\$>Dt:C€](#)

Rating: — · first AC: 2013-03-20 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1664.

100172F2

[Aä1D 0D\\$=D`9 C ;C4>D 8D\\$< AT2C#;C,,4C Ò](#)

Rating: — · first AC: 2013-03-19 · Python 2 (first AC) · Tags: —

[scorpion's solution](#)

1665.

100172F1

[Aä1D 0D\\$=D`9 C ;C4>D 8D\\$< AT2C#;C,,4C Ò](#)

Rating: — · first AC: 2013-03-19 · Python 2 (first AC) · Tags: —

[scorpion's solution](#)

1666.

100172C2

[Ad8Cf=DÄ=C ?D OCÄ>C' Ò](#)

Rating: — · first AC: 2013-03-19 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1667.

100172C1

[Ad8Ct=DA=C ?D OCÄ>C' Ò](#)

Rating: — · first AC: 2013-03-19 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1668.

100171B

[B503CT=D\\$K](#)

Rating: — · first AC: 2013-03-03 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1669.

100171A

[A55CD=CSKCR 7C <C#8](#)

Rating: — · first AC: 2013-03-03 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1670.

100167A

[A6@0aC`OD\\$8CR 'CT@CÔ>C' 6CT<DtCCd8CÔK](#)

Rating: — · first AC: 2013-02-23 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1671.

100167C

[A55Cf=DS>](#)

Rating: — · first AC: 2013-02-23 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1672.

100141A

[A70CS>CT2C BCT;DÀ](#)

Rating: — · first AC: 2013-02-12 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1673.

1001563

[A+B=C · Tutorial](#)

Rating: — · first AC: 2013-02-01 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1674.

1001562

[A4DraCDO](#)

Rating: — · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1675.

1001561

[A70DfC,,=C0](#)

Rating: — · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1676.

100124B

[A5D5CÔ:C](#)

Rating: — · first AC: 2013-01-29 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1677.

100124F

[B5D\\$E!](#)

Rating: — · first AC: 2013-01-29 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1678.

100124C

[A@Cä4C 2CTF C :C\\$0D 8D4<Cä2](#)

Rating: — · first AC: 2013-01-29 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1679.

100158C

[B\\$5DIACT@C :D](#)

Rating: — · first AC: 2013-01-28 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1680.

100158B

[AD5Dr6C BDÂ AD\\$@Cä9](#)

Rating: — · first AC: 2013-01-28 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1681.

100158A

[A5yOnaC BDÂ %C ;C#0](#)

Rating: — · first AC: 2013-01-28 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1682.

100149F

[HEX · Tutorial](#)

Rating: — · first AC: 2013-01-11 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1683.

100149E

[A4xDr1D :Cä?](#)

Rating: — · first AC: 2013-01-11 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1684.

100149I

[A\\$5C1HCT1CÔKC' <CTHCä:](#)

Rating: — · first AC: 2013-01-11 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1685.

100149G

[B\\$5D-B-CÔ0 D\\$CCô>D BDÀ](#)

Rating: — · first AC: 2013-01-10 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1686.

100149D

[B7Cä#D°](#)

Rating: — · first AC: 2013-01-10 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1687.

100002B

[Bricks · Tutorial](#)

Rating: — · first AC: 2012-04-13 · last AC: 2012-12-23 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1688.

100145E

[AD50i3D\\$5C`8](#)

Rating: — · first AC: 2012-12-20 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1689.

100145F

[Aô5Dz6 O Dd8DD@C AD\\$5Cô5CÔ8](#)

Rating: — · first AC: 2012-12-19 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1690.

100145D

[Aô@CâAD\\$>CR 4CT;CT=C,,5](#)

Rating: — · first AC: 2012-12-19 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1691.

100145C

[AôCDDt0 AT2Cα;C,,4C](#)

Rating: — · first AC: 2012-12-19 · last AC: 2012-12-19 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1692.

100145B

[B4@C2CÔ5CÔ8CP](#)

Rating: — · first AC: 2012-12-19 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1693.

100145A

[Aô>CDDt;C : 8 CÄ0D BC](#)

Rating: — · first AC: 2012-12-19 · Python 2 (first AC) · Tags: —

[scorpion's solution](#)

1694.

100138A

[Aô>Dri@D:5CÔ8Dö](#)

Rating: — · first AC: 2012-12-12 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1695.

100010B

[Trap · Tutorial](#)

Rating: — · first AC: 2012-11-09 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1696.

100010C

[Escape · Tutorial](#)

Rating: — · first AC: 2012-11-09 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1697.

100003I

[A @DT8CÄ5CD>C\\$0 D ?C,,@C ;DÀ](#)

Rating: — · first AC: 2012-11-09 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1698.

100003H

[B,T,CDD°](#)

Rating: — · first AC: 2012-11-09 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1699.

100003D

[AäTDT;C B 2 C4;D41C,,=D0](#)

Rating: — · first AC: 2012-11-09 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1700.

100003B

[AÄ»DiB](#)

Rating: — · first AC: 2012-11-09 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1701.

100003F

[A,,=D\\$D 5D =D`5 Dt8D ;C](#)

Rating: — · first AC: 2012-11-09 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1702.

100003C

[AöFDiBC, 1CTACô@CTDC,,:D =D`5 C»>CDK](#)

Rating: — · first AC: 2012-11-09 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1703.

100003A

[AÄ5DtBcâ C Cö@CäECä4C À Cö>Cd0C`CC”AD\\$0](#)

Rating: — · first AC: 2012-11-09 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1704.

100003E

[AD@CaCäFCT=CÔKCR :C <CÔ8](#)

Rating: — · first AC: 2012-11-09 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1705.

100119C

[C · Tutorial](#)

Rating: — · first AC: 2012-11-06 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1706.

100119D

[D · Tutorial](#)

Rating: — · first AC: 2012-11-06 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1707.

100119A

[A · Tutorial](#)

Rating: — · first AC: 2012-11-06 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1708.

100119B

[B · Tutorial](#)

Rating: — · first AC: 2012-11-06 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1709.

100118C

[B4D5C6;CT=C,,5 CÄ>D BCä2](#)

Rating: — · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1710.

100110G

[RLE Size · Tutorial](#)

Rating: — · first AC: 2012-10-27 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1711.

100109J

[Ternary Password](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-24 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1712.

100109L

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

Rating: — · first AC: 2012-10-24 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1713.

100097F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-15 · last AC: 2012-10-15 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1714.

100097B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-15 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1715.

100097D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-15 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1716.

100097A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-15 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1717.

100092C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-04 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1718.

100092H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-04 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1719.

100092G

[G](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-04 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1720.

100092F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-04 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1721.

100092E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-04 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1722.

100092D

[D · Tutorial](#)

Rating: — · first AC: 2012-10-04 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1723.

100092B

[B · Tutorial](#)

Rating: — · first AC: 2012-10-04 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1724.

100092A

[A · Tutorial](#)

Rating: — · first AC: 2012-10-04 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1725.

100072G

[B5D7C O D BCT?CT=DÀ](#)

Rating: — · first AC: 2012-09-29 · last AC: 2012-09-29 · Python 2 (first AC) · Tags: —

[scorpion's solution](#)

1726.

100072F

[AD2Cä8Dt=Cä5 Dt8D ;Cà](#)

Rating: — · first AC: 2012-09-29 · last AC: 2012-09-29 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1727.

100072E

[B5CäC O CD@Cä1DÀ](#)

Rating: — · first AC: 2012-09-29 · last AC: 2012-09-29 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1728.

100072D

[Aä: D CC=CäAD\\$8-2](#)

Rating: — · first AC: 2012-09-29 · last AC: 2012-09-29 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1729.

100072C

[A1000Dt0 A,,>D 8DDO](#)

Rating: — · first AC: 2012-09-29 · last AC: 2012-09-29 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1730.

100072A

[A1000Dt0 A ;DÄEC 7CT=C](#)

Rating: — · first AC: 2012-09-29 · last AC: 2012-09-29 · Python 2 (first AC) · Tags: —

[scorpion's solution](#)

1731.

100089H

[B1CCÄ0](#)

Rating: — · first AC: 2012-09-22 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1732.

100089I

[A5010 K](#)

Rating: — · first AC: 2012-09-22 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1733.

100089J

[A 5C4i0ä5 D ;Cä2Cä](#)

Rating: — · first AC: 2012-09-22 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1734.

100089G

[A 4D1äC,,BC ;DÄ](#)

Rating: — · first AC: 2012-09-22 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1735.

100089F

[A 50Ä1 C4;Cä1C,,=](#)

Rating: — · first AC: 2012-09-22 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1736.

100089E

[A 00C1 C GCT=C,,O](#)

Rating: — · first AC: 2012-09-22 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1737.

100089B

[BDCD\\$1 Cä;](#)

Rating: — · first AC: 2012-09-22 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1738.

100089A

[A 10C1äD](#)

Rating: — · first AC: 2012-09-22 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1739.

100087J

[A ä 10Cä1D"5CÔ=D 5 Dt8D ;C Ô1C 8Ct=CTFD°](#)

Rating: — · first AC: 2012-09-21 · last AC: 2012-09-21 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1740.

100087I

[A 00C1ä C4>Cä1C´>Cd5CÔ8CP](#)

Rating: — · first AC: 2012-09-21 · last AC: 2012-09-21 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1741.

100087H

[A ä 10Cä1D"5D :Cä5 D 0D ?Cä7CÔ0C\\$0CÔ8CR AC,,<C\\$>C´>C](#)

Rating: — · first AC: 2012-09-21 · last AC: 2012-09-21 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1742.

100087G

[MP3-Cö;CT5D](#)

Rating: — · first AC: 2012-09-21 · last AC: 2012-09-21 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1743.

100087E

[B BD >Cä1ä8D8C >CÔ0DtGC, r](#)

Rating: — · first AC: 2012-09-21 · last AC: 2012-09-21 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1744.

100087D

[ADDD\\$K](#)

Rating: — · first AC: 2012-09-21 · last AC: 2012-09-21 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1745.

100087B

[A\\$CD\\$C\\$KC' 7C <Cä:](#)

Rating: — · first AC: 2012-09-21 · last AC: 2012-09-21 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1746.

100083F

[A\\$C0ACT=C AC FC,,O C4@C DC](#)

Rating: — · first AC: 2012-09-15 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1747.

100083B

[A\\$C0jAC\\$ FC,,:C`0](#)

Rating: — · first AC: 2012-09-15 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1748.

100083D

[B\\$Dn0, ACäGC`5C05C08Dö](#)

Rating: — · first AC: 2012-09-15 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1749.

100083C

[Aä*Di\\$D°](#)

Rating: — · first AC: 2012-09-15 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1750.

100083A

[Aö@CT4Cä:](#)

Rating: — · first AC: 2012-09-15 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1751.

100082D

[cows · Tutorial](#)

Rating: — · first AC: 2012-09-14 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1752.

100082E

[strings · Tutorial](#)

Rating: — · first AC: 2012-09-14 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1753.

100082G

[area · Tutorial](#)

Rating: — · first AC: 2012-09-14 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1754.

100082F

[qsort · Tutorial](#)

Rating: — · first AC: 2012-09-14 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1755.

100082B

[connect2](#) · [Tutorial](#)Rating: — · first AC: 2012-09-14 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)**1756.**

100082C

[bfs](#) · [Tutorial](#)Rating: — · first AC: 2012-09-14 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)**1757.**

100082A

[lis](#) · [Tutorial](#)Rating: — · first AC: 2012-09-14 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)**1758.**

100070F

[F](#) · [Tutorial](#)Rating: — · first AC: 2012-09-14 · FPC (first AC) · Tags: —
[scorpion's solution](#)**1759.**

100070I

[I](#) · [Tutorial](#)Rating: — · first AC: 2012-09-14 · FPC (first AC) · Tags: —
[scorpion's solution](#)**1760.**

100070K

[K](#) · [Tutorial](#)Rating: — · first AC: 2012-09-14 · FPC (first AC) · Tags: —
[scorpion's solution](#)**1761.**

100070C

[C](#) · [Tutorial](#)Rating: — · first AC: 2012-09-14 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)**1762.**

100070D

[D](#) · [Tutorial](#)Rating: — · first AC: 2012-09-14 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)**1763.**

100070B

[B](#) · [Tutorial](#)Rating: — · first AC: 2012-09-14 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)**1764.**

100070A

[A](#) · [Tutorial](#)Rating: — · first AC: 2012-09-14 · FPC (first AC) · Tags: —
[scorpion's solution](#)**1765.**

100033G

[Aô@051CT6C#8 C6> AÄ0CÔEDÔBD\\$5CÔC](#)Rating: — · first AC: 2012-09-07 · last AC: 2012-09-07 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1766.

100033H

[B · Tutorial](#)

Rating: — · first AC: 2012-09-07 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1767.

100033F

[A · Tutorial](#)

Rating: — · first AC: 2012-09-07 · Delphi (first AC) · Tags: —

[scorpion's solution](#)

1768.

100033K

[A · Tutorial](#)

Rating: — · first AC: 2012-09-07 · Delphi (first AC) · Tags: —

[scorpion's solution](#)

1769.

100063B

[B · Tutorial](#)

Rating: — · first AC: 2012-09-05 · Delphi (first AC) · Tags: —

[scorpion's solution](#)

1770.

100063F

[F · Tutorial](#)

Rating: — · first AC: 2012-09-05 · Delphi (first AC) · Tags: —

[scorpion's solution](#)

1771.

100063H

[H · Tutorial](#)

Rating: — · first AC: 2012-09-05 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1772.

100063C

[C · Tutorial](#)

Rating: — · first AC: 2012-09-05 · Delphi (first AC) · Tags: —

[scorpion's solution](#)

1773.

100063E

[E · Tutorial](#)

Rating: — · first AC: 2012-09-05 · Delphi (first AC) · Tags: —

[scorpion's solution](#)

1774.

100063A

[A · Tutorial](#)

Rating: — · first AC: 2012-09-04 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1775.

100013C

[A · Tutorial](#)

Rating: — · first AC: 2012-08-03 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1776.

100006E

[E · Tutorial](#)

Rating: — · first AC: 2012-07-09 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1777.

100006C

[C · Tutorial](#)

Rating: — · first AC: 2012-07-09 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1778.

100006H

[H · Tutorial](#)

Rating: — · first AC: 2012-07-09 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1779.

100006B

[B · Tutorial](#)

Rating: — · first AC: 2012-07-09 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1780.

100024E

[B0PC3D 0D@](#)

Rating: — · first AC: 2012-07-08 · last AC: 2012-07-08 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1781.

100024H

[B..0DkC@D43Cä<](#)

Rating: — · first AC: 2012-07-08 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1782.

100024F

[Hobbit's party · Tutorial](#)

Rating: — · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1783.

100024J

[A..3D×C\\$>C' 0C\\$BCä<C B](#)

Rating: — · first AC: 2012-07-08 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1784.

100007E

[Max Flow · Tutorial](#)

Rating: — · first AC: 2012-07-07 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1785.

100007D

[Beer Thief · Tutorial](#)

Rating: — · first AC: 2012-07-07 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1786.

100007C

[Palindrome Numbers · Tutorial](#)

Rating: — · first AC: 2012-07-07 · FPC (first AC) · Tags: —
[scorpion's solution](#)

1787.

100007B

[Excellent Numbers · Tutorial](#)

Rating: — · first AC: 2012-07-07 · GNU C++ (first AC) · Tags: —
[scorpion's solution](#)

1788.

100007A

[Little Cubes · Tutorial](#)

Rating: — · first AC: 2012-07-07 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1789.

100017C

[C · Tutorial](#)

Rating: — · first AC: 2012-07-07 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1790.

100017B

[B · Tutorial](#)

Rating: — · first AC: 2012-07-07 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1791.

100017A

[A · Tutorial](#)

Rating: — · first AC: 2012-07-07 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1792.

100017E

[E · Tutorial](#)

Rating: — · first AC: 2012-07-07 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1793.

100017D

[D · Tutorial](#)

Rating: — · first AC: 2012-07-07 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1794.

100019G

[B ?C,TC0#8 – CD5D\\$OCAö](#)

Rating: — · first AC: 2012-07-07 · last AC: 2012-07-07 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1795.

100019F

[A ÖÄCä!C 4](#)

Rating: — · first AC: 2012-07-07 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1796.

100039E

[A ZD\\$<CÄ>C 8C`LCÔKCR =Cä<CT@C](#)

Rating: — · first AC: 2012-07-03 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1797.

100061D

[ÄÄ×CÖ5D\\$K](#)

Rating: — · first AC: 2012-06-16 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1798.

100061A

[AT?Di5D BC =Cä2C#0](#)

Rating: — · first AC: 2012-06-16 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1799.

100058C

[B10D16](#)

Rating: — · first AC: 2012-06-10 · MS C++ (first AC) · Tags: —

[scorpion's solution](#)

1800.

100058D

[A4B D15D 5CDL](#)

Rating: — · first AC: 2012-06-10 · MS C++ (first AC) · Tags: —

[scorpion's solution](#)

1801.

100058B

[A,3D0](#)

Rating: — · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1802.

100058A

[B,300 C0CD:C](#)

Rating: — · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1803.

100043B

[A5C04CT@](#)

Rating: — · first AC: 2012-05-25 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1804.

100043C

[B100G,GC0KCR GC,,AC0](#)

Rating: — · first AC: 2012-05-25 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1805.

100043D

[A,3D0](#)

Rating: — · first AC: 2012-05-25 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1806.

100043J

[B K100 AC=8C' IC,,B](#)

Rating: — · first AC: 2012-05-25 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1807.

100038B

[A5C0 D\\$5C BD](#)

Rating: — · first AC: 2012-05-23 · GNU C++ (first AC) · Tags: —

[scorpion's solution](#)

1808.

100038I

[B18D,0à](#)

Rating: — · first AC: 2012-05-22 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1809.

100038J

[A05D050α;DαGCT=C,,5 CÄ5Cd4D2 >Cα=C <C€](#)

Rating: — · first AC: 2012-05-22 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1810.

100038E

[B\\$@CTCC4>C`LCÔ0Dò @ C <C#0](#)

Rating: — · first AC: 2012-05-22 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1811.

100019B

[A#018CÔ>CÀ](#)

Rating: — · first AC: 2012-05-18 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1812.

100019A

[A-5D0A1DD\\$ L C, AD´=Cä2DÄO](#)

Rating: — · first AC: 2012-05-18 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1813.

100039J

[AÖ506@ C 2C,,;DÄ=C O D GC,,BC ;C#0](#)

Rating: — · first AC: 2012-04-19 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1814.

100030H

[The Longest Good Substring · Tutorial](#)

Rating: — · first AC: 2012-03-24 · last AC: 2012-04-17 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1815.

100030G

[Procrastination · Tutorial](#)

Rating: — · first AC: 2012-03-24 · last AC: 2012-04-17 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1816.

100030E

[Tests Preparation · Tutorial](#)

Rating: — · first AC: 2012-03-24 · last AC: 2012-04-17 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1817.

100030D

[Broadcasting · Tutorial](#)

Rating: — · first AC: 2012-03-24 · last AC: 2012-04-17 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1818.

100030C

[Pink Elephants · Tutorial](#)

Rating: — · first AC: 2012-03-24 · last AC: 2012-04-17 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1819.

100002F

[Folding · Tutorial](#)

Rating: — · first AC: 2012-04-13 · last AC: 2012-04-13 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1820.

100002D

[Decoding Task · Tutorial](#)

Rating: — · first AC: 2012-04-13 · last AC: 2012-04-13 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1821.

100002C

[Cricket Field](#) · [Tutorial](#)

Rating: — · first AC: 2012-04-13 · last AC: 2012-04-13 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1822.

100010D

[Reconnaissance](#) · [Tutorial](#)

Rating: — · first AC: 2012-04-09 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1823.

100012D

[Mars Rover](#) · [Tutorial](#)

Rating: — · first AC: 2012-04-06 · last AC: 2012-04-06 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1824.

100012C

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2012-04-06 · last AC: 2012-04-06 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1825.

100012A

[Drawing Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2012-04-06 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1826.

100030B

[Epic Battle](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-24 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1827.

100030K

[Triskaidekaphobia](#) · [Tutorial](#)

Rating: — · first AC: 2012-03-24 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1828.

100029I

[B4@C-2C05C08CP](#)

Rating: — · first AC: 2012-03-22 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1829.

100029H

[B\\$5D\\$@C,,A](#)

Rating: — · first AC: 2012-03-22 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1830.

100029G

[A0y0f0D=D`5 CÄ=Cä3CäCC4>C`LC08C#8](#)

Rating: — · first AC: 2012-03-22 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1831.

100029E

[A#>C08D#5D BC\\$> C# @C BDt0C”HC,,E C0CD\\$5C•](#)

Rating: — · first AC: 2012-03-22 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1832.

100029D

B\$@D1C

Rating: — · first AC: 2012-03-22 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1833.

100029C

A@CDDt0 C,,7 D BC @Cä3Câ A4-

Rating: — · first AC: 2012-03-22 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1834.

100029B

A:5C>A@,,:Cä3D ODD8Dt5D :C, =C 8CÄ5CÔLD,,5CR BD >C,,GCÔ>CP

Rating: — · first AC: 2012-03-22 · FPC (first AC) · Tags: —

[scorpion's solution](#)

1835.

100029A

A@CDDt0 C,,7 CÔ>C\$>C4> AT BÐ

Rating: — · first AC: 2012-03-22 · FPC (first AC) · Tags: —

[scorpion's solution](#)