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Unique solved — sdcgvhgj

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

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Filters: none

Count: 1,271

1.

1579A

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Quality: 41,995 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

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2.

1574A

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3.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

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4.

1553A

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Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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5.

1530B

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6.

1530A

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7.

1526A

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8.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,125 global accepts · Rating: 800 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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9.

1517A

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10.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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11.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: implementation, sortings

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12.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,430 global accepts · Rating: 800 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[sdcgvhgj's solution](#)

13.

1347A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special

[sdcgvhgj's solution](#)

14.

1352A

[Sum of Round Numbers](#) · [Tutorial](#)

Quality: 104,121 global accepts · Rating: 800 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: implementation, math

[sdcgvhgj's solution](#)

15.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,802 global accepts · Rating: 800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[sdcgvhgj's solution](#)

16.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[sdcgvhgj's solution](#)

17.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,203 global accepts · Rating: 800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

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18.

1316A

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19.

1305A

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

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20.

1307A

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Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[sdcgyhgj's solution](#)

21.

1304A

[Two Rabbits](#) · [Tutorial](#)

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[sdcgyhgj's solution](#)

22.

1270A

[Card Game](#) · [Tutorial](#)

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23.

1257A

[Two Rival Students](#) · [Tutorial](#)

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24.

1250F

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25.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

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26.

1178A

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27.

1194A

[Remove a Progression](#) · [Tutorial](#)

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28.

1148A

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29.

664A

[Complicated GCD](#) · [Tutorial](#)

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30.

1152A

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Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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31.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

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32.

1091A

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33.

1096A

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34.

1088A

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35.

1080A

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

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36.

1064A

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37.

1065A

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38.

1041A

[Heist](#) · [Tutorial](#)

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39.

1038A

[Equality](#) · [Tutorial](#)

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40.

1017A

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41.

1013A

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42.

1009A

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43.

964A

[Splits](#) · [Tutorial](#)

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44.

918A

[Eleven](#) · [Tutorial](#)

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45.

912A

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46.

898A

[Rounding](#) · [Tutorial](#)

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47.

894A

[QAQ](#) · [Tutorial](#)

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48.

837A

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49.

835A

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50.

831B

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[sdcgvhgj's solution](#)

51.

750A

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

Quality: 92,558 global accepts · Rating: 800 · first AC: 2017-07-13 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, math

[sdcgvhgj's solution](#)

52.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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53.

1559A

[Mocha and Math](#) · [Tutorial](#)

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[sdcgyhgj's solution](#)

54.

1347B

[Square?](#) · [Tutorial](#)

Quality: 900 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[sdcgyhgj's solution](#)

55.

1335B

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

Quality: 42,599 global accepts · Rating: 900 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[sdcgyhgj's solution](#)

56.

1326B

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57.

1110A

[Parity](#) · [Tutorial](#)

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58.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

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59.

768A

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60.

868A

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[sdcgyhgj's solution](#)

61.

913A

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62.

1267B

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63.

1208A

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64.

1204B

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65.

1201A

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66.

1197A

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67.

1187A

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68.

1089L

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69.

1080B

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70.

1055A

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71.

1025A

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72.

1004A

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[sdcgvhgj's solution](#)

73.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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74.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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75.

989A

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

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · GNU C++ (first AC) · Tags: implementation, strings

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76.

981A

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

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77.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-08 · GNU C++ (first AC) · Tags: implementation, math

[sdcgvhgj's solution](#)

78.

975A

[Aramic script](#) · [Tutorial](#)

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

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79.

961A

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Quality: 10,852 global accepts · Rating: 900 · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: implementation

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80.

918B

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81.

879A

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82.

876A

[Trip For Meal](#) · [Tutorial](#)

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[sdcgvhgj's solution](#)

83.

872A

[Search for Pretty Integers](#) · [Tutorial](#)

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[sdcgvhgj's solution](#)

84.

841A

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85.

839A

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Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-12 · GNU C++ (first AC) · Tags: implementation

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86.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: implementation

[sdcgvhgj's solution](#)

87.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2017-07-23 · GNU C++ (first AC) · Tags: implementation

[sdcgvhgj's solution](#)

88.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,201 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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89.

1515B

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[sdcgvhgj's solution](#)

90.

1473B

[String LCM](#) · [Tutorial](#)

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91.

1469B

[Red and Blue](#) · [Tutorial](#)

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92.

1469A

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93.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

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94.

1266B

[Dice Tower](#) · [Tutorial](#)

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95.

1266A

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96.

420A

[Start Up](#) · [Tutorial](#)

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[sdcgvhgj's solution](#)

97.

1257B

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98.

1245A

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99.

1252A

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100.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

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101.

1197B

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102.

1195B

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103.

1195A

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104.

1174A

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105.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,971 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[sdcgvhgj's solution](#)

106.

1151A

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

Quality: 11,857 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[sdcgvhgj's solution](#)

107.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[sdcgvhgj's solution](#)

108.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: implementation

[sdcgvhgj's solution](#)

109.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,701 global accepts · Rating: 1000 · first AC: 2019-03-07 · last AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sdcgvhgj's solution](#)

110.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[sdcgvhgj's solution](#)

111.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[sdcgvhgj's solution](#)

112.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[sdcgvhgj's solution](#)

113.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[sdcgvhgj's solution](#)

114.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math
[sdcgvhgj's solution](#)

115.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[sdcgvhgj's solution](#)

116.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math
[sdcgvhgj's solution](#)

117.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,126 global accepts · Rating: 1000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs
[sdcgvhgj's solution](#)

118.

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math
[sdcgvhgj's solution](#)

119.

1008B

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

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[sdcgvhgj's solution](#)

120.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · GNU C++ (first AC) · Tags: sortings

[sdcgvhgj's solution](#)

121.

979A

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

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-14 · GNU C++ (first AC) · Tags: math

[sdcgvhgj's solution](#)

122.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: implementation, sortings

[sdcgvhgj's solution](#)

123.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[sdcgvhgj's solution](#)

124.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,030 global accepts · Rating: 1000 · first AC: 2017-07-13 · GNU C++ (first AC) · Tags: implementation

[sdcgvhgj's solution](#)

125.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[sdcgvhgj's solution](#)

126.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[sdcgvhgj's solution](#)

127.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[sdcgvhgj's solution](#)

128.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,810 global accepts · Rating: 1100 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[sdcgvhgj's solution](#)

129.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[sdcgvhgj's solution](#)

130.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,967 global accepts · Rating: 1100 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[sdcgvhgj's solution](#)

131.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[sdcgvhgj's solution](#)

132.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[sdcgvhgj's solution](#)

133.

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

[sdcgvhgj's solution](#)

134.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[sdcgvhgj's solution](#)

135.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[sdcgvhgj's solution](#)

136.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[sdcgvhgj's solution](#)

137.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · GNU C++ (first AC) · Tags: implementation

[sdcgvhgj's solution](#)

138.

975B

[Mancala](#) · [Tutorial](#)

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

[sdcgvhgj's solution](#)

139.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,648 global accepts · Rating: 1100 · first AC: 2017-12-16 · GNU C++ (first AC) · Tags: brute force, implementation, number theory

[sdcgvhgj's solution](#)

140.

861A

[k-rounding](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-09-17 · GNU C++ (first AC) · Tags: math, number theory

[sdcgvhgj's solution](#)

141.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,187 global accepts · Rating: 1100 · first AC: 2017-08-18 · GNU C++ (first AC) · Tags: games, math

[sdcgvhgj's solution](#)

142.

835B

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

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

[sdcgvhgj's solution](#)

143.

834B

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

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: data structures, implementation

[sdcgvhgj's solution](#)

144.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1100 · first AC: 2017-07-16 · GNU C++ (first AC) · Tags: binary search, implementation, sortings

[sdcgvhgj's solution](#)

145.

706B

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

Quality: 84,457 global accepts · Rating: 1100 · first AC: 2017-07-13 · GNU C++ (first AC) · Tags: binary search, dp, implementation

[sdcgvhgj's solution](#)

146.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[sdcgvhgj's solution](#)

147.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[sdcgvhgj's solution](#)

148.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[sdcgvhgj's solution](#)

149.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, math, sortings

[sdcgvhgj's solution](#)

150.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,820 global accepts · Rating: 1200 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[sdcgvhgj's solution](#)

151.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,772 global accepts · Rating: 1200 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: binary search, math

[sdcgvhgj's solution](#)

152.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[sdcgvhgj's solution](#)

153.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · last AC: 2020-02-12 · GNU C++ (first AC) · Tags: implementation, trees

[sdcgvhgj's solution](#)

154.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[sdcgvhgj's solution](#)

155.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[sdcgvhgj's solution](#)

156.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[sdcgvhgj's solution](#)

157.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[sdcgvhgj's solution](#)

158.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[sdcgvhgj's solution](#)

159.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: sortings

[sdcgvhgj's solution](#)

160.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[sdcgvhgj's solution](#)

161.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[sdcgvhgj's solution](#)

162.

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: dp, greedy, math
[sdcgvhgj's solution](#)

163.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: implementation, strings
[sdcgvhgj's solution](#)

164.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,122 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers
[sdcgvhgj's solution](#)

165.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,371 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[sdcgvhgj's solution](#)

166.

1121B

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

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[sdcgvhgj's solution](#)

167.

1091B

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

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

168.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[sdcgvhgj's solution](#)

169.

1076B

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

Quality: 14,589 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[sdcgvhgj's solution](#)

170.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[sdcgvhgj's solution](#)

171.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,030 global accepts · Rating: 1200 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[sdcgvhgj's solution](#)

172.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: math
[sdcgvhgj's solution](#)

173.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[sdcgvhgj's solution](#)

174.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[sdcgvhgj's solution](#)

175.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[sdcgvhgj's solution](#)

176.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · GNU C++ (first AC) · Tags: constructive algorithms, strings
[sdcgvhgj's solution](#)

177.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · GNU C++ (first AC) · Tags: implementation
[sdcgvhgj's solution](#)

178.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,345 global accepts · Rating: 1200 · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: data structures, dp, implementation, two pointers
[sdcgvhgj's solution](#)

179.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: brute force, math
[sdcgvhgj's solution](#)

180.

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-15 · GNU C++ (first AC) · Tags: implementation
[sdcgvhgj's solution](#)

181.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2017-07-13 · GNU C++ (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation
[sdcgvhgj's solution](#)

182.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,549 global accepts · Rating: 1200 · first AC: 2017-07-13 · GNU C++ (first AC) · Tags: binary search, implementation
[sdcgvhgj's solution](#)

183.

492B

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

Quality: 90,194 global accepts · Rating: 1200 · first AC: 2017-07-13 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings

[sdcgvhgj's solution](#)

184.

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-12 · GNU C++ (first AC) · Tags: implementation

[sdcgvhgj's solution](#)

185.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[sdcgvhgj's solution](#)

186.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[sdcgvhgj's solution](#)

187.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[sdcgvhgj's solution](#)

188.

1352D

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

Quality: 29,856 global accepts · Rating: 1300 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: implementation

[sdcgvhgj's solution](#)

189.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[sdcgvhgj's solution](#)

190.

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: greedy

[sdcgvhgj's solution](#)

191.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[sdcgvhgj's solution](#)

192.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: geometry, greedy, math

[sdcgvhgj's solution](#)

193.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,227 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[sdcgvhgj's solution](#)

194.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,678 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[sdcgvhgj's solution](#)

195.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation, strings
[sdcgvhgj's solution](#)

196.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation
[sdcgvhgj's solution](#)

197.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: binary search, implementation, strings
[sdcgvhgj's solution](#)

198.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory
[sdcgvhgj's solution](#)

199.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math
[sdcgvhgj's solution](#)

200.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[sdcgvhgj's solution](#)

201.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings
[sdcgvhgj's solution](#)

202.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings
[sdcgvhgj's solution](#)

203.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[sdcgvhgj's solution](#)

204.

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation
[sdcgvhgj's solution](#)

205.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[sdcgvhgj's solution](#)

206.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,813 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[sdcgvhgj's solution](#)

207.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[sdcgvhgj's solution](#)

208.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[sdcgvhgj's solution](#)

209.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[sdcgvhgj's solution](#)

210.

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[sdcgvhgj's solution](#)

211.

1008C

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

Rating: 1300 · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[sdcgvhgj's solution](#)

212.

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2018-04-17 · GNU C++ (first AC) · Tags: math
[sdcgvhgj's solution](#)

213.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation
[sdcgvhgj's solution](#)

214.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++ (first AC) · Tags: implementation
[sdcgvhgj's solution](#)

215.

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[sdcgvhgj's solution](#)

216.

957A

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

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2018-03-24 · GNU C++ (first AC) · Tags: implementation

[sdcgvhgj's solution](#)

217.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,835 global accepts · Rating: 1300 · first AC: 2018-01-05 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, number theory

[sdcgvhgj's solution](#)

218.

876B

[Divisibility of Differences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: implementation, math, number theory

[sdcgvhgj's solution](#)

219.

872C

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

Rating: 1300 · first AC: 2017-10-15 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory

[sdcgvhgj's solution](#)

220.

841C

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

Rating: 1300 · first AC: 2017-08-18 · GNU C++ (first AC) · Tags: greedy

[sdcgvhgj's solution](#)

221.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-12 · GNU C++ (first AC) · Tags: implementation

[sdcgvhgj's solution](#)

222.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[sdcgvhgj's solution](#)

223.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[sdcgvhgj's solution](#)

224.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[sdcgvhgj's solution](#)

225.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[sdcgvhgj's solution](#)

226.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[sdcgvhgj's solution](#)

227.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[sdcgvhgj's solution](#)

228.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,594 global accepts · Rating: 1400 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[sdcgvhgj's solution](#)

229.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[sdcgvhgj's solution](#)

230.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[sdcgvhgj's solution](#)

231.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[sdcgvhgj's solution](#)

232.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[sdcgvhgj's solution](#)

233.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[sdcgvhgj's solution](#)

234.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[sdcgvhgj's solution](#)

235.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sdcgvhgj's solution](#)

236.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,240 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[sdcgvhgj's solution](#)

237.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[sdcgvhgj's solution](#)

238.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp
[sdcgvhgj's solution](#)

239.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation, two pointers
[sdcgvhgj's solution](#)

240.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[sdcgvhgj's solution](#)

241.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[sdcgvhgj's solution](#)

242.

1091C

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

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

243.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[sdcgvhgj's solution](#)

244.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[sdcgvhgj's solution](#)

245.

1009B

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

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-14 · GNU C++ (first AC) · Tags: greedy, implementation
[sdcgvhgj's solution](#)

246.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · GNU C++ (first AC) · Tags: implementation, trees

[sdcgvhgj's solution](#)

247.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · GNU C++ (first AC) · Tags: binary search

[sdcgvhgj's solution](#)

248.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · GNU C++ (first AC) · Tags: brute force, implementation, math

[sdcgvhgj's solution](#)

249.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[sdcgvhgj's solution](#)

250.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,792 global accepts · Rating: 1400 · first AC: 2017-12-16 · GNU C++ (first AC) · Tags: implementation, strings

[sdcgvhgj's solution](#)

251.

279B

[Books](#) · [Tutorial](#)

Quality: 72,433 global accepts · Rating: 1400 · first AC: 2017-07-13 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, two pointers

[sdcgvhgj's solution](#)

252.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[sdcgvhgj's solution](#)

253.

1526C1

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

Quality: 27,190 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[sdcgvhgj's solution](#)

254.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[sdcgvhgj's solution](#)

255.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[sdcgvhgj's solution](#)

256.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers

[sdcgvhgj's solution](#)

257.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, math

[sdcgvhgj's solution](#)

258.

1158A

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

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[sdcgvhgj's solution](#)

259.

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[sdcgvhgj's solution](#)

260.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[sdcgvhgj's solution](#)

261.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[sdcgvhgj's solution](#)

262.

1313C1

[Skyscrapers \(easy version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[sdcgvhgj's solution](#)

263.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: brute force, dp, math, strings

[sdcgvhgj's solution](#)

264.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[sdcgvhgj's solution](#)

265.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[sdcgvhgj's solution](#)

266.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[sdcgvhgj's solution](#)

267.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[sdcgyhgj's solution](#)

268.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[sdcgyhgj's solution](#)

269.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[sdcgyhgj's solution](#)

270.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[sdcgyhgj's solution](#)

271.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[sdcgyhgj's solution](#)

272.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[sdcgyhgj's solution](#)

273.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,468 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[sdcgyhgj's solution](#)

274.

1178D

[Prime Graph](#) · [Tutorial](#)

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

[sdcgyhgj's solution](#)

275.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[sdcgyhgj's solution](#)

276.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[sdcgyhgj's solution](#)

277.

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

[sdcgyhgj's solution](#)

278.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,452 global accepts · Rating: 1500 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[sdcgyhgj's solution](#)

279.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[sdcgyhgj's solution](#)

280.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sdcgyhgj's solution](#)

281.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[sdcgyhgj's solution](#)

282.

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[sdcgyhgj's solution](#)

283.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · GNU C++ (first AC) · Tags: greedy

[sdcgyhgj's solution](#)

284.

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-20 · GNU C++ (first AC) · Tags: greedy

[sdcgyhgj's solution](#)

285.

876D

[Sorting the Coins](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: dsu, implementation, sortings, trees, two pointers

[sdcgyhgj's solution](#)

286.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: greedy, implementation, math

[sdcgyhgj's solution](#)

287.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: greedy, implementation, math

[sdcgyhgj's solution](#)

288.

861C

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[sdcgvhgj's solution](#)

289.

861B

[Which floor? · Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · GNU C++ (first AC) · Tags: brute force, implementation

[sdcgvhgj's solution](#)

290.

839C

[Journey · Tutorial](#)

Quality: 20,097 global accepts · Rating: 1500 · first AC: 2017-08-12 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[sdcgvhgj's solution](#)

291.

837C

[Two Seals · Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-08-03 · GNU C++ (first AC) · Tags: brute force, implementation

[sdcgvhgj's solution](#)

292.

701C

[They Are Everywhere · Tutorial](#)

Quality: 19,794 global accepts · Rating: 1500 · first AC: 2017-07-16 · GNU C++ (first AC) · Tags: binary search, strings, two pointers

[sdcgvhgj's solution](#)

293.

580B

[Kefa and Company · Tutorial](#)

Quality: 31,925 global accepts · Rating: 1500 · first AC: 2017-07-13 · last AC: 2017-07-13 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[sdcgvhgj's solution](#)

294.

1530D

[Secret Santa · Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[sdcgvhgj's solution](#)

295.

1526C2

[Potions \(Hard Version\) · Tutorial](#)

Quality: 29,737 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[sdcgvhgj's solution](#)

296.

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[sdcgvhgj's solution](#)

297.

1511D

[Min Cost String · Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[sdcgvhgj's solution](#)

298.

1483A

[Basic Diplomacy · Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[sdcgvhgj's solution](#)

299.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, two pointers
[sdcgvhgj's solution](#)

300.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,635 global accepts · Rating: 1600 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: data structures, math, number theory
[sdcgvhgj's solution](#)

301.

1352G

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

Quality: 24,800 global accepts · Rating: 1600 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms
[sdcgvhgj's solution](#)

302.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: math, number theory, sortings
[sdcgvhgj's solution](#)

303.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[sdcgvhgj's solution](#)

304.

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers
[sdcgvhgj's solution](#)

305.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
[sdcgvhgj's solution](#)

306.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[sdcgvhgj's solution](#)

307.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[sdcgvhgj's solution](#)

308.

1305C

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

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-03-03 · last AC: 2020-03-04 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory
[sdcgvhgj's solution](#)

309.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer
[sdcgvhgj's solution](#)

310.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · last AC: 2020-02-12 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy
[sdcgvhgj's solution](#)

311.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2020-02-11 · GNU C++11 (first AC) · Tags: trees
[sdcgvhgj's solution](#)

312.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-11 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings
[sdcgvhgj's solution](#)

313.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings
[sdcgvhgj's solution](#)

314.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[sdcgvhgj's solution](#)

315.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[sdcgvhgj's solution](#)

316.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings
[sdcgvhgj's solution](#)

317.

1148B

[Born This Way](#) · [Tutorial](#)

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

318.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[sdcgvhgj's solution](#)

319.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[sdcgvhgj's solution](#)

320.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[sdcgvhgj's solution](#)

321.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[sdcgvhgj's solution](#)

322.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[sdcgvhgj's solution](#)

323.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[sdcgvhgj's solution](#)

324.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[sdcgvhgj's solution](#)

325.

1121C

[System Testing](#) · [Tutorial](#)

Quality: 2,120 global accepts · Rating: 1600 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sdcgvhgj's solution](#)

326.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[sdcgvhgj's solution](#)

327.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sdcgvhgj's solution](#)

328.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[sdcgvhgj's solution](#)

329.

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[sdcgvhgj's solution](#)

330.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sdcgvhgj's solution](#)

331.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[sdcgvhgj's solution](#)

332.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[sdcgvhgj's solution](#)

333.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[sdcgvhgj's solution](#)

334.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[sdcgvhgj's solution](#)

335.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[sdcgvhgj's solution](#)

336.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[sdcgvhgj's solution](#)

337.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · GNU C++ (first AC) · Tags: dfs and similar, trees

[sdcgvhgj's solution](#)

338.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-11 · GNU C++ (first AC) · Tags: constructive algorithms

[sdcgvhgj's solution](#)

339.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-10 · GNU C++ (first AC) · Tags: data structures, implementation

[sdcgvhgj's solution](#)

340.

957C

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-24 · GNU C++ (first AC) · Tags: binary search, greedy, math, two pointers

[sdcgvhgj's solution](#)

341.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-17 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[sdcgvhgj's solution](#)

342.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++ (first AC) · Tags: greedy

[sdcgvhgj's solution](#)

343.

879C

[Short Program](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-26 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, graph matchings

[sdcgvhgj's solution](#)

344.

861D

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-17 · GNU C++ (first AC) · Tags: brute force, data structures, implementation, strings

[sdcgvhgj's solution](#)

345.

837B

[Flag of Berland](#) · [Tutorial](#)

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

[sdcgvhgj's solution](#)

346.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1600 · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: dp, implementation

[sdcgvhgj's solution](#)

347.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[sdcgvhgj's solution](#)

348.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[sdcgvhgj's solution](#)

349.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[sdcgvhgj's solution](#)

350.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[sdcgvhgj's solution](#)

351.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, strings

[sdcgvhgj's solution](#)

352.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[sdcgvhgj's solution](#)

353.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[sdcgvhgj's solution](#)

354.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[sdcgvhgj's solution](#)

355.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[sdcgvhgj's solution](#)

356.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[sdcgvhgj's solution](#)

357.

759A

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

Rating: 1700 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[sdcgvhgj's solution](#)

358.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-09-02 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[sdcgvhgj's solution](#)

359.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[sdcgvhgj's solution](#)

360.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[sdcgvhgj's solution](#)

361.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[sdcgvhgj's solution](#)

362.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: brute force, greedy

[sdcgvhgj's solution](#)

363.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[sdcgvhgj's solution](#)

364.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[sdcgvhgj's solution](#)

365.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[sdcgvhgj's solution](#)

366.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[sdcgvhgj's solution](#)

367.

559B

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

Quality: 11,674 global accepts · Rating: 1700 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[sdcgvhgj's solution](#)

368.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[sdcgvhgj's solution](#)

369.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[sdcgvhgj's solution](#)

370.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[sdcgvhgj's solution](#)

371.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[sdcgvhgj's solution](#)

372.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: games, math

[sdcgvhgj's solution](#)

373.

1148C

[Crazy Diamond](#) · [Tutorial](#)

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

374.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[sdcgvhgj's solution](#)

375.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[sdcgvhgj's solution](#)

376.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[sdcgvhgj's solution](#)

377.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[sdcgvhgj's solution](#)

378.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy
[sdcgvhgj's solution](#)

379.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1700 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[sdcgvhgj's solution](#)

380.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[sdcgvhgj's solution](#)

381.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[sdcgvhgj's solution](#)

382.

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[sdcgvhgj's solution](#)

383.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[sdcgvhgj's solution](#)

384.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · GNU C++ (first AC) · Tags: greedy, math

[sdcgvhgj's solution](#)

385.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-11 · GNU C++ (first AC) · Tags: games, greedy

[sdcgvhgj's solution](#)

386.

957D

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-26 · GNU C++ (first AC) · Tags: dp, greedy

[sdcgvhgj's solution](#)

387.

918D

[MADMAX](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, games, graphs

[sdcgvhgj's solution](#)

388.

831C

[Jury Marks](#) · [Tutorial](#)

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

[sdcgvhgj's solution](#)

389.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,143 global accepts · Rating: 1700 · first AC: 2017-07-15 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[sdcgvhgj's solution](#)

390.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,890 global accepts · Rating: 1700 · first AC: 2017-07-13 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[sdcgvhgj's solution](#)

391.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[sdcgvhgj's solution](#)

392.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[sdcgvhgj's solution](#)

393.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[sdcgvhgj's solution](#)

394.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[sdcgvhgj's solution](#)

395.

1326D2

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

Quality: 11,757 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[sdcgvhgj's solution](#)

396.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math, ternary search

[sdcgvhgj's solution](#)

397.

768C

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

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings

[sdcgvhgj's solution](#)

398.

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: implementation

[sdcgvhgj's solution](#)

399.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[sdcgvhgj's solution](#)

400.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: greedy, implementation

[sdcgvhgj's solution](#)

401.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: geometry

[sdcgvhgj's solution](#)

402.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[sdcgvhgj's solution](#)

403.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[sdcgvhgj's solution](#)

404.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[sdcgvhgj's solution](#)

405.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[sdcgvhgj's solution](#)

406.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[sdcgvhgj's solution](#)

407.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[sdcgvhgj's solution](#)

408.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sdcgvhgj's solution](#)

409.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[sdcgvhgj's solution](#)

410.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[sdcgvhgj's solution](#)

411.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[sdcgvhgj's solution](#)

412.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
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413.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
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414.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: games
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415.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

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416.

1179B

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Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms

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417.

1148D

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Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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418.

1034A

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Quality: 9,919 global accepts · Rating: 1800 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: number theory

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419.

1152C

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Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

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420.

1151C

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Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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421.

1119D

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Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

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422.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,442 global accepts · Rating: 1800 · first AC: 2019-03-07 · last AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

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423.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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424.

1096D

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Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

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425.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs,

implementation

[sdcgvhgj's solution](#)

426.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 1800 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[sdcgvhgj's solution](#)

427.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-29 · last AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[sdcgvhgj's solution](#)

428.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[sdcgvhgj's solution](#)

429.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math

[sdcgvhgj's solution](#)

430.

989C

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

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

[sdcgvhgj's solution](#)

431.

979B

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Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · GNU C++ (first AC) · Tags: greedy

[sdcgvhgj's solution](#)

432.

964C

[Alternating Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-04-18 · GNU C++ (first AC) · Tags: math, matrices, number theory

[sdcgvhgj's solution](#)

433.

918C

[The Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-08 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation, math

[sdcgvhgj's solution](#)

434.

894B

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

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2017-11-23 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[sdcgvhgj's solution](#)

435.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[sdcgvhgj's solution](#)

436.

1483B

[Playlist](#) · [Tutorial](#)

Quality: 1900 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[sdcgvhgj's solution](#)

437.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: games, greedy

[sdcgvhgj's solution](#)

438.

1477B

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Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: data structures, greedy

[sdcgvhgj's solution](#)

439.

1361B

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[sdcgvhgj's solution](#)

440.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[sdcgvhgj's solution](#)

441.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[sdcgvhgj's solution](#)

442.

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,289 global accepts · Rating: 1900 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[sdcgvhgj's solution](#)

443.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[sdcgvhgj's solution](#)

444.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: data structures, graphs, implementation, two pointers

[sdcgvhgj's solution](#)

445.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[sdcgvhgj's solution](#)

446.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, sortings

[sdcgyhgj's solution](#)

447.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[sdcgyhgj's solution](#)

448.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,603 global accepts · Rating: 1900 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[sdcgyhgj's solution](#)

449.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[sdcgyhgj's solution](#)

450.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[sdcgyhgj's solution](#)

451.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[sdcgyhgj's solution](#)

452.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[sdcgyhgj's solution](#)

453.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[sdcgyhgj's solution](#)

454.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-04 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[sdcgyhgj's solution](#)

455.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1900 · first AC: 2019-04-23 · last AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[sdcgyhgj's solution](#)

456.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[sdcgvhgj's solution](#)

457.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1900 · first AC: 2019-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[sdcgvhgj's solution](#)

458.

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

[sdcgvhgj's solution](#)

459.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[sdcgvhgj's solution](#)

460.

1121D

[Diana and Liana](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[sdcgvhgj's solution](#)

461.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[sdcgvhgj's solution](#)

462.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

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463.

1041E

[Tree Reconstruction](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[sdcgvhgj's solution](#)

464.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[sdcgvhgj's solution](#)

465.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[sdcgvhgj's solution](#)

466.

1072D

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings

[sdcgvhgj's solution](#)

467.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1900 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[sdcgvhgj's solution](#)

468.

1017D

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Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

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469.

1012B

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Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[sdcgvhgj's solution](#)

470.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

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471.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: data structures

[sdcgvhgj's solution](#)

472.

894C

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473.

149D

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474.

1574D

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[sdcgvhgj's solution](#)

475.

1558C

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476.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[sdcgyhgj's solution](#)

477.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[sdcgyhgj's solution](#)

478.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

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479.

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

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480.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[sdcgyhgj's solution](#)

481.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[sdcgyhgj's solution](#)

482.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,113 global accepts · Rating: 2000 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: binary search, interactive

[sdcgyhgj's solution](#)

483.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[sdcgyhgj's solution](#)

484.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-02-11 · GNU C++11 (first AC) · Tags: dp, two pointers

[sdcgyhgj's solution](#)

485.

1288E

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

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

[sdcgyhgj's solution](#)

486.

1288D

[Minimax Problem](#) · [Tutorial](#)

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

[sdcgvhgj's solution](#)

487.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[sdcgvhgj's solution](#)

488.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[sdcgvhgj's solution](#)

489.

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[sdcgvhgj's solution](#)

490.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[sdcgvhgj's solution](#)

491.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,364 global accepts · Rating: 2000 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[sdcgvhgj's solution](#)

492.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[sdcgvhgj's solution](#)

493.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[sdcgvhgj's solution](#)

494.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2019-05-07 · last AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math

[sdcgvhgj's solution](#)

495.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games

[sdcgvhgj's solution](#)

496.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[sdcgvhgj's solution](#)

497.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[sdcgvhgj's solution](#)

498.

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

[sdcgvhgj's solution](#)

499.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[sdcgvhgj's solution](#)

500.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2018-11-24 · last AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[sdcgvhgj's solution](#)

501.

1009E

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

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-19 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities

[sdcgvhgj's solution](#)

502.

975D

[Ghosts](#) · [Tutorial](#)

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

[sdcgvhgj's solution](#)

503.

964D

[Destruction of a Tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-04-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[sdcgvhgj's solution](#)

504.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,874 global accepts · Rating: 2000 · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: geometry

[sdcgvhgj's solution](#)

505.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-26 · GNU C++ (first AC) · Tags: dp, sortings

[sdcgvhgj's solution](#)

506.

514C

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

Quality: 8,157 global accepts · Rating: 2000 · first AC: 2017-08-15 · last AC: 2017-08-15 · GNU C++ (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[sdcgvhgj's solution](#)

507.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[sdcgvhgj's solution](#)

508.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 2100 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
[sdcgvhgj's solution](#)

509.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms
[sdcgvhgj's solution](#)

510.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation
[sdcgvhgj's solution](#)

511.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings
[sdcgvhgj's solution](#)

512.

763B

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

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry
[sdcgvhgj's solution](#)

513.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[sdcgvhgj's solution](#)

514.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 2100 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[sdcgvhgj's solution](#)

515.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 2100 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings
[sdcgvhgj's solution](#)

516.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: bitmasks, dp, games
[sdcgvhgj's solution](#)

517.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-02-11 · GNU C++11 (first AC) · Tags: dp, sortings, trees

[sdcgvhgj's solution](#)

518.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: data structures, geometry, greedy

[sdcgvhgj's solution](#)

519.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[sdcgvhgj's solution](#)

520.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, number theory, trees

[sdcgvhgj's solution](#)

521.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[sdcgvhgj's solution](#)

522.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[sdcgvhgj's solution](#)

523.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[sdcgvhgj's solution](#)

524.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[sdcgvhgj's solution](#)

525.

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, greedy

[sdcgvhgj's solution](#)

526.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[sdcgvhgj's solution](#)

527.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp,

greedy, implementation, math, strings

[sdcgvhgj's solution](#)

528.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[sdcgvhgj's solution](#)

529.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[sdcgvhgj's solution](#)

530.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory

[sdcgvhgj's solution](#)

531.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[sdcgvhgj's solution](#)

532.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[sdcgvhgj's solution](#)

533.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[sdcgvhgj's solution](#)

534.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[sdcgvhgj's solution](#)

535.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[sdcgvhgj's solution](#)

536.

1121F

[Compress String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: strings

[sdcgvhgj's solution](#)

537.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-02-20 · last AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[sdcgyhgj's solution](#)

538.

499E

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

Quality: 2100 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

539.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[sdcgyhgj's solution](#)

540.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-22 · GNU C++ (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[sdcgyhgj's solution](#)

541.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-11 · GNU C++ (first AC) · Tags: dp, math, number theory

[sdcgyhgj's solution](#)

542.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[sdcgyhgj's solution](#)

543.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[sdcgyhgj's solution](#)

544.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[sdcgyhgj's solution](#)

545.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[sdcgyhgj's solution](#)

546.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[sdcgyhgj's solution](#)

547.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[sdcgvhgj's solution](#)

548.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · last AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[sdcgvhgj's solution](#)

549.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math
[sdcgvhgj's solution](#)

550.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer
[sdcgvhgj's solution](#)

551.

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[sdcgvhgj's solution](#)

552.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp
[sdcgvhgj's solution](#)

553.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings
[sdcgvhgj's solution](#)

554.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2020-03-06 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: graphs
[sdcgvhgj's solution](#)

555.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[sdcgvhgj's solution](#)

556.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[sdcgvhgj's solution](#)

557.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation, strings
[sdcgvhgj's solution](#)

558.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: data structures

[sdcgvhgj's solution](#)

559.

1169E

[And Reachability](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-02-11 · GNU C++11 (first AC) · Tags: dp

[sdcgvhgj's solution](#)

560.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[sdcgvhgj's solution](#)

561.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[sdcgvhgj's solution](#)

562.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[sdcgvhgj's solution](#)

563.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[sdcgvhgj's solution](#)

564.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[sdcgvhgj's solution](#)

565.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[sdcgvhgj's solution](#)

566.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[sdcgvhgj's solution](#)

567.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive

[sdcgvhgj's solution](#)

568.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[sdcgvhgj's solution](#)

569.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,282 global accepts · Rating: 2200 · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[sdcgvhgj's solution](#)

570.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[sdcgvhgj's solution](#)

571.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,043 global accepts · Rating: 2200 · first AC: 2018-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[sdcgvhgj's solution](#)

572.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-08-13 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[sdcgvhgj's solution](#)

573.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-08-10 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dp

[sdcgvhgj's solution](#)

574.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · last AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[sdcgvhgj's solution](#)

575.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[sdcgvhgj's solution](#)

576.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-09 · last AC: 2020-03-09 · GNU C++11 (first AC) · Tags: graphs, hashing, math, number theory

[sdcgvhgj's solution](#)

577.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[sdcgvhgj's solution](#)

578.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[sdcgvhgj's solution](#)

579.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: dp, probabilities

[sdcgvhgj's solution](#)

580.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, interactive, math

[sdcgvhgj's solution](#)

581.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[sdcgvhgj's solution](#)

582.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, math

[sdcgvhgj's solution](#)

583.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, shortest paths

[sdcgvhgj's solution](#)

584.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[sdcgvhgj's solution](#)

585.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[sdcgvhgj's solution](#)

586.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[sdcgvhgj's solution](#)

587.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[sdcgvhgj's solution](#)

588.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[sdcgyhgj's solution](#)

589.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[sdcgyhgj's solution](#)

590.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-14 · GNU C++11 (first AC) · Tags: dp, math, matrices, number theory

[sdcgyhgj's solution](#)

591.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[sdcgyhgj's solution](#)

592.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[sdcgyhgj's solution](#)

593.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[sdcgyhgj's solution](#)

594.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[sdcgyhgj's solution](#)

595.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[sdcgyhgj's solution](#)

596.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[sdcgyhgj's solution](#)

597.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[sdcgyhgj's solution](#)

598.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[sdcgvhgj's solution](#)

599.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[sdcgvhgj's solution](#)

600.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[sdcgvhgj's solution](#)

601.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2018-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[sdcgvhgj's solution](#)

602.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,406 global accepts · Rating: 2300 · first AC: 2018-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[sdcgvhgj's solution](#)

603.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2300 · first AC: 2017-08-17 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, number theory

[sdcgvhgj's solution](#)

604.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[sdcgvhgj's solution](#)

605.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[sdcgvhgj's solution](#)

606.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[sdcgvhgj's solution](#)

607.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[sdcgvhgj's solution](#)

608.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[sdcgvhgj's solution](#)

609.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[sdcgvhgj's solution](#)

610.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[sdcgvhgj's solution](#)

611.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[sdcgvhgj's solution](#)

612.

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[sdcgvhgj's solution](#)

613.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[sdcgvhgj's solution](#)

614.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[sdcgvhgj's solution](#)

615.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[sdcgvhgj's solution](#)

616.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[sdcgvhgj's solution](#)

617.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

618.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs
[sdcgyhgj's solution](#)

619.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees
[sdcgyhgj's solution](#)

620.

1218D

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

Quality: 602 global accepts · Rating: 2400 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, graphs
[sdcgyhgj's solution](#)

621.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2019-08-09 · last AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings
[sdcgyhgj's solution](#)

622.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers
[sdcgyhgj's solution](#)

623.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: data structures, sortings
[sdcgyhgj's solution](#)

624.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers
[sdcgyhgj's solution](#)

625.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: hashing, number theory
[sdcgyhgj's solution](#)

626.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory
[sdcgyhgj's solution](#)

627.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees
[sdcgyhgj's solution](#)

628.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[sdcgyhgj's solution](#)

629.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2018-12-30 · last AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft

[sdcgvhgj's solution](#)

630.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[sdcgvhgj's solution](#)

631.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[sdcgvhgj's solution](#)

632.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[sdcgvhgj's solution](#)

633.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2018-11-29 · last AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[sdcgvhgj's solution](#)

634.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, sortings

[sdcgvhgj's solution](#)

635.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: strings

[sdcgvhgj's solution](#)

636.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-10 · C++17 (GCC 7-32) (first AC) · Tags: fft, geometry, number theory

[sdcgvhgj's solution](#)

637.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-22 · last AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[sdcgvhgj's solution](#)

638.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2500 · first AC: 2021-08-16 · last AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[sdcgvhgj's solution](#)

639.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, number theory
[sdcgyhgj's solution](#)

640.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy
[sdcgyhgj's solution](#)

641.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
[sdcgyhgj's solution](#)

642.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy
[sdcgyhgj's solution](#)

643.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers
[sdcgyhgj's solution](#)

644.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: math, number theory, probabilities
[sdcgyhgj's solution](#)

645.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings
[sdcgyhgj's solution](#)

646.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees
[sdcgyhgj's solution](#)

647.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math
[sdcgyhgj's solution](#)

648.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[sdcgyhgj's solution](#)

649.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and

conquer

[sdcgvhgj's solution](#)

650.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft

[sdcgvhgj's solution](#)

651.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-06-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[sdcgvhgj's solution](#)

652.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[sdcgvhgj's solution](#)

653.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[sdcgvhgj's solution](#)

654.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[sdcgvhgj's solution](#)

655.

331C3

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

Quality: 624 global accepts · Rating: 2500 · first AC: 2019-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[sdcgvhgj's solution](#)

656.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[sdcgvhgj's solution](#)

657.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[sdcgvhgj's solution](#)

658.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[sdcgvhgj's solution](#)

659.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[sdcgvhgj's solution](#)

660.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math
[sdcgvhgj's solution](#)

661.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft
[sdcgvhgj's solution](#)

662.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: games, implementation, interactive, math
[sdcgvhgj's solution](#)

663.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-02 · GNU C++11 (first AC) · Tags: dp, strings
[sdcgvhgj's solution](#)

664.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, math
[sdcgvhgj's solution](#)

665.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[sdcgvhgj's solution](#)

666.

763C

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

Quality: 781 global accepts · Rating: 2600 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[sdcgvhgj's solution](#)

667.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-20 · last AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[sdcgvhgj's solution](#)

668.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp
[sdcgvhgj's solution](#)

669.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: dp, probabilities
[sdcgvhgj's solution](#)

670.

420E

[Playing the ball](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2600 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: geometry

[sdcgyhgj's solution](#)

671.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[sdcgyhgj's solution](#)

672.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-02-11 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, hashing

[sdcgyhgj's solution](#)

673.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[sdcgyhgj's solution](#)

674.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[sdcgyhgj's solution](#)

675.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-27 · last AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[sdcgyhgj's solution](#)

676.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[sdcgyhgj's solution](#)

677.

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[sdcgyhgj's solution](#)

678.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[sdcgyhgj's solution](#)

679.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2019-06-13 · last AC: 2019-06-13 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory

[sdcgyhgj's solution](#)

680.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[sdcgvhgj's solution](#)

681.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2600 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[sdcgvhgj's solution](#)

682.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

[sdcgvhgj's solution](#)

683.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-03-23 · last AC: 2019-03-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu

[sdcgvhgj's solution](#)

684.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[sdcgvhgj's solution](#)

685.

975E

[Haq's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2018-05-02 · GNU C++ (first AC) · Tags: geometry

[sdcgvhgj's solution](#)

686.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-18 · last AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[sdcgvhgj's solution](#)

687.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2020-02-20 · last AC: 2021-05-01 · GNU C++11 (first AC) · Tags: binary search, geometry, sortings

[sdcgvhgj's solution](#)

688.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[sdcgvhgj's solution](#)

689.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[sdcgvhgj's solution](#)

690.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-15 · last AC: 2021-01-15 · GNU C++11 (first AC) · Tags: flows, math

[sdcgvhgj's solution](#)

691.

1336E1

[Chiori and Doll Picking \(easy version\) · Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[sdcgvhgj's solution](#)

692.

1313E

[Concatenation with intersection · Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-02-23 · last AC: 2020-02-23 · GNU C++11 (first AC) · Tags: data structures, hashing, strings, two pointers

[sdcgvhgj's solution](#)

693.

868E

[Policeman and a Tree · Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: dp, graphs, trees

[sdcgvhgj's solution](#)

694.

1254D

[Tree Queries · Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: data structures, probabilities, trees

[sdcgvhgj's solution](#)

695.

1292D

[Chaotic V. · Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-02-08 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[sdcgvhgj's solution](#)

696.

1270G

[Subset with Zero Sum · Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[sdcgvhgj's solution](#)

697.

800D

[Varying Kibibits · Tutorial](#)

Rating: 2700 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[sdcgvhgj's solution](#)

698.

1207G

[Indie Album · Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2019-08-22 · last AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[sdcgvhgj's solution](#)

699.

1179D

[Fedor Runs for President · Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[sdcgvhgj's solution](#)

700.

1182F

[Maximum Sine · Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2019-06-14 · last AC: 2019-06-14 · GNU C++11 (first AC) · Tags: binary search, data structures, number theory

[sdcgvhgj's solution](#)

701.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[sdcgvhgj's solution](#)

702.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2019-04-12 · last AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[sdcgvhgj's solution](#)

703.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory
[sdcgvhgj's solution](#)

704.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2700 · first AC: 2018-04-06 · last AC: 2018-04-06 · GNU C++ (first AC) · Tags: combinatorics, math, number theory
[sdcgvhgj's solution](#)

705.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2017-11-08 · GNU C++ (first AC) · Tags: brute force, graphs, math, meet-in-the-middle
[sdcgvhgj's solution](#)

706.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[sdcgvhgj's solution](#)

707.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp
[sdcgvhgj's solution](#)

708.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 2800 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, string suffix structures
[sdcgvhgj's solution](#)

709.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[sdcgvhgj's solution](#)

710.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[sdcgvhgj's solution](#)

711.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2019-04-10 · last AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[sdcgvhgj's solution](#)

712.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, trees

[sdcgvhgj's solution](#)

713.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[sdcgvhgj's solution](#)

714.

763D

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

Quality: 646 global accepts · Rating: 2900 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[sdcgvhgj's solution](#)

715.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[sdcgvhgj's solution](#)

716.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms

[sdcgvhgj's solution](#)

717.

154E

[Martian Colony](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3000 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[sdcgvhgj's solution](#)

718.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[sdcgvhgj's solution](#)

719.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[sdcgvhgj's solution](#)

720.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[sdcgvhgj's solution](#)

721.

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[sdcgvhgj's solution](#)

722.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths
[sdcgvhgj's solution](#)

723.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-02-08 · GNU C++11 (first AC) · Tags: data structures, math, matrices, probabilities
[sdcgvhgj's solution](#)

724.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2018-04-18 · GNU C++ (first AC) · Tags: math
[sdcgvhgj's solution](#)

725.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: matrices
[sdcgvhgj's solution](#)

726.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2020-03-21 · last AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math
[sdcgvhgj's solution](#)

727.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, greedy, math
[sdcgvhgj's solution](#)

728.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-02-20 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, trees
[sdcgvhgj's solution](#)

729.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities
[sdcgvhgj's solution](#)

730.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math
[sdcgvhgj's solution](#)

731.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[sdcgvhgj's solution](#)

732.

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

733.

103261E

[Binary Search Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

734.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

735.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

736.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

737.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

738.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

739.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

740.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

741.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

742.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

743.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

744.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

745.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

746.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

747.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

748.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

749.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

750.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

751.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

752.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

753.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

754.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

755.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

756.

101242G

[Oj!](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

757.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

758.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

759.

103202A

[The Grand Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

760.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

761.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: —
[sdcgyhgj's solution](#)

762.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

763.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: —
[sdcgyhgj's solution](#)

764.

103202K

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

Rating: — · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

765.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

766.

103202D

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

Rating: — · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: —
[sdcgyhgj's solution](#)

767.

103202F

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

Rating: — · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

768.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: —
[sdcgyhgj's solution](#)

769.

102994A

[Everyone Loves Playing Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

770.

102994J

[Gaokao](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

771.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

772.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: —
[sdcgyhgj's solution](#)

773.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

774.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: —
[sdcgyhgj's solution](#)

775.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

776.

103119L

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

Rating: — · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

777.

103098K

[Königsberg Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

778.

103098G

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

779.

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

780.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

781.

103098F

[Friendship Circles](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

782.

103098E

[Even Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: —
[sdcgyhgj's solution](#)

783.

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

784.

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: —
[sdcgyhgj's solution](#)

785.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

786.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

787.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

788.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

789.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

790.

103055G

[Wall Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

791.

103055F

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

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

792.

103055I

[Grammy and Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

793.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

794.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

795.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

796.

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

797.

103055A

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

798.

102341K

[Kecleon](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

799.

102341G

[Gurduurr](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

800.

102341H

[Hypno](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

801.

102341J

[Jigglypuff](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

802.

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

803.

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

804.

102916F

[Exactly One Point](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

805.

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

806.

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

807.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

808.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

809.

102916G

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

Rating: — · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

810.

102978G

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

811.

102978F

[Find the LCA](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

812.

102978A

[Ascending Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

813.

102978H

[Harsh Comments](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

814.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

815.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

816.

102956E

[Brief Statements Union](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

817.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

818.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

819.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

820.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

821.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

822.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

823.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

824.

102835D

[Quality Monitoring](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

825.

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

826.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

827.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

828.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

829.

102835G

[Graph Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

830.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

831.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

832.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

833.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: —
[sdcgyhgj's solution](#)

834.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

835.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: —
[sdcgyhgj's solution](#)

836.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

837.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: —
[sdcgyhgj's solution](#)

838.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: —
[sdcgyhgj's solution](#)

839.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

840.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

841.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

842.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

843.

102759L

[Steel Slicing 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

844.

102759I

[Query On A Tree 17](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · last AC: 2021-01-27 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

845.

102759F

[Interval Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · last AC: 2021-01-26 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

846.

102759C

[Economic One-way Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

847.

102759A

[Advertisement Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

848.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

849.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

850.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

851.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

852.

102860L

[Magnets](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

853.

102860J

[Boring Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

854.

102860F

[String Art](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

855.

102860E

[Flag with Stars](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

856.

102860G

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

857.

102860D

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

858.

102860B

[Triangles and a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

859.

102860I

[Walk of Three](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

860.

102860A

[Jumping Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

861.

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

862.

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

863.

102441C

[Partial Sums](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

864.

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

865.

102441A

[Template for Search](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

866.

102441D

[Lis on Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

867.

102441F

[Random XOR](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

868.

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

869.

102439L

[The only winner](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

870.

102439J

[Boedium](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

871.

102439G

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

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

872.

102439B

[Varvara and matrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

873.

102439E

[Small business](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

874.

102439K

[Innovations](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

875.

102439A

[Four minutes until BSUIR Open](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

876.

102439H

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

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

877.

102439F

[Prime or number](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

878.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · last AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

879.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

880.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

881.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

882.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

883.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

884.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · last AC: 2020-04-06 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

885.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

886.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special

[sdcgvhgj's solution](#)

887.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

888.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

889.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

890.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

891.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

892.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

893.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

894.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

895.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

896.

102501E

[Pixels](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

897.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

898.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

899.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

900.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

901.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

902.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

903.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

904.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

905.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

906.

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

907.

102460L

[Largest Quadrilateral](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyvhgj's solution](#)

908.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyvhgj's solution](#)

909.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyvhgj's solution](#)

910.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyvhgj's solution](#)

911.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyvhgj's solution](#)

912.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyvhgj's solution](#)

913.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyvhgj's solution](#)

914.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyvhgj's solution](#)

915.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyvhgj's solution](#)

916.

102452C

[Constructing Ranches](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyvhgj's solution](#)

917.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyvhgj's solution](#)

918.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

919.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

920.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

921.

100499H

[CCTV](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

922.

100499E

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

923.

100499I

[Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

924.

100499J

[Healthy Recipes](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

925.

100499B

[K smallest numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

926.

100499A

[Cool number](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

927.

100499G

[Visual Illusion](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

928.

100499D

[Pairwise Coprime Set](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

929.

102443G

[Too Many Hyphens](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

930.

102443L

[Time Travel](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

931.

102443C

[Fermat's Last Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · Java 11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

932.

102443K

[RotationAlmostSort](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

933.

102443D

[Guess the Path](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

934.

102443B

[Blocking the View](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

935.

102443H

[Planet Nine](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

936.

102443I

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

937.

102443F

[Isosceles triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

938.

102443A

[Attractive Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

939.

102423F

[Interstellar Travel](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

940.

102423K

[Windmill Pivot](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

941.

102423A

[Carryless Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

942.

102423E

[Fixed Point Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

943.

102423I

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

944.

102423J

[One of Each](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

945.

102423D

[Swap Free](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

946.

102423H

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

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

947.

102299G

[Hunting Ieshys](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

948.

102299H

[Course recommendation](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

949.

102299A

[Kolkhozy](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

950.

102299I

[Sobytiynyy Proyekt Casino](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

951.

102299K

[Poor Folk](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

952.

102299F

[Forbechenko v Rodvsky](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

953.

102409J

[Best division](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

954.

102409H

[Maximizing Coins](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

955.

102409G

[Ironical Solution 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

956.

102409E

[Googles wants to maximize](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

957.

102409I

[Thanos's snap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

958.

102409F

[Ironical Solution 1](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

959.

102409C

[Xor in Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

960.

102409A

[Easy Math](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · Java 11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

961.

102409B

[Xor Sums](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

962.

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

963.

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

964.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

965.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

966.

102394I

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

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

967.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

968.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

969.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

970.

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

971.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

972.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

973.

102411H

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

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

974.

102411J

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

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

975.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

976.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

977.

102411M

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

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

978.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

979.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

980.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

981.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

982.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

983.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
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984.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

985.

102396K

[Preparing Tests](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

986.

102396J

[Superpermutations](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

987.

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

988.

102396G

[Weight Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

989.

102396F

[Metro 2345](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

990.

102396E

[Unique Solution](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

991.

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

992.

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

993.

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

994.

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

995.

102307F

[Fraction Formula](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

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996.

102307H

[Hardest Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

997.

102307A

[Amazon](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

998.

102307J

[Jail Destruction](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

999.

102307E

[Extreme Image](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1000.

102307L

[Liquid X](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1001.

102307G

[Graduation](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1002.

102307D

[Do Not Try This Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1003.

102307C

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

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1004.

102307K

[Kernel Of Love](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1005.

102307B

[Boring Non-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1006.

102307I

[Integer Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

1007.

100512I

[Incomparable Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

1008.

100512J

[Journey Planner](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

1009.

100512G

[Grand Tour](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

1010.

100512F

[Funny Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

1011.

100512D

[Dynamic LCA](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

1012.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

1013.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

1014.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

1015.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

1016.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

1017.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1018.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1019.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1020.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1021.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · PyPy 3 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1022.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1023.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1024.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1025.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1026.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1027.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1028.

102155I

[\\$\leq\\$ or \\$\geq\\$](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1029.

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1030.

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

1031.

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1032.

102155G

[Piecewise Linearity](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1033.

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1034.

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

1035.

100958B

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1036.

100958G

[Snake](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1037.

100958C

[Clique Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

1038.

100958A

[Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

1039.

102202A

[Rainbow Beads](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1040.

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1041.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1042.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1043.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1044.

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1045.

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1046.

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1047.

102220E

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

Rating: — · first AC: 2019-06-04 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1048.

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1049.

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1050.

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1051.

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1052.

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1053.

102222B

[Rolling The Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1054.

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1055.

102222H

[Fight Against Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1056.

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1057.

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1058.

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1059.

101147K

[Touristic Trip](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1060.

101147C

[The Wall](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1061.

101147F

[Bishops Alliance](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1062.

101147B

[Street](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1063.

101147I

[On the way to the park](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1064.

101147J

[Whistle's New Car](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1065.

101147G

[The Galactic Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1066.

101147A

[The game of Osho](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1067.

101147E

[Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1068.

101147H

[Commandos](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1069.

101147D

[Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1070.

100814M

[Building Force Fields](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1071.

100814K

[PhD math](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1072.

100814E

[Palmyra](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

1073.

100814G

[It is all about wisdom](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

1074.

100814C

[Connecting Graph](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

1075.

100814D

[Frozen Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

1076.

100814A

[Arcade Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

1077.

100814B

[Unlucky Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

1078.

100814I

[Salem](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

1079.

100814F

[Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

1080.

102040I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

1081.

102040B

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

Rating: — · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

1082.

102040F

[Path Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgvhgj's solution](#)

1083.

102040H

[Tile Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1084.

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1085.

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1086.

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1087.

102133H

[Plagiarism](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1088.

102062J

[Judges Always Win](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1089.

102062I

[Freddie's Time Dimension\(s\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1090.

102062H

[String Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1091.

102062F

[Special Birthday Card](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1092.

102062G

[Ainum's Delusion](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1093.

102062E

[Jumpy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1094.

102062D

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

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1095.

102062C

[The Blood Moon](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1096.

102062A

[Bob and BoB](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1097.

102062B

[Vibranium Gift](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1098.

100451K

[TopoCM++](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1099.

100451C

[Drawing with CSS](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-23 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1100.

100451F

[Berland-Strike](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1101.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1102.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1103.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1104.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1105.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1106.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1107.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1108.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1109.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1110.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · last AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1111.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1112.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1113.

101196J

[Yes, Yes, It's Nonograms](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1114.

101196A

[Bubbly Troubly](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1115.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · last AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1116.

101196H

[Vin Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1117.

101196G

[That's One Hanoi-ed Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1118.

101196F

[Removal Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1119.

101196D

[Lost in Translation](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1120.

101196I

[Waif Until Dark](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1121.

101196B

[Foosball Dynasty](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1122.

101196E

[Red Rover](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1123.

101196C

[The Key to Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1124.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1125.

102091I

[Bowabowaukulipukuli](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1126.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · last AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1127.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1128.

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1129.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1130.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1131.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1132.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1133.

100917H

[Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1134.

100917D

[dir -C](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1135.

100917L

[Liesbeth and the String](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1136.

100917A

[Abstract Picture](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1137.

100917C

[Constant Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1138.

102082K

[Sixth Sense](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1139.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1140.

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1141.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1142.

102082B

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

Rating: — · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1143.

101657D

[Collateral Cleanup](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1144.

101657C

[A Classic Myth: Flatland Superhero](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1145.

101657I

[The Status is Not Quo](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1146.

101657K

[Tree Count](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-03 · last AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1147.

101657F

[Lightning Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1148.

101657H

[Speed Racer](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1149.

101657A

[Good or Bad?](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1150.

101482K

[Knapsack Collection](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1151.

101482D

[Digi Comp II](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1152.

101482I

[Indoorienteering](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1153.

101482H

[Hyacinth](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1154.

101482E

[Euclidean TSP](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1155.

101482F

[Finding Lines](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1156.

101482C

[Cent Savings](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1157.

101482J

[Judging Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1158.

101982E

[Cops And Roobers](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1159.

101982F

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1160.

101982K

[Knockout](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1161.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1162.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1163.

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1164.

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1165.

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1166.

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1167.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · GNU C++11 (first AC) · Tags: —
[sdcgyhgj's solution](#)

1168.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1169.

100956J

[Sort It!](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1170.

100956F

[Colored Path](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[sdcgyhgj's solution](#)

1171.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1172.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1173.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · Python 3 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1174.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1175.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1176.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1177.

101605D

[Microsoft Body Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1178.

101605H

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-06 · Java 8 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1179.

101605A

[Build the number](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1180.

101605I

[Rest Before The Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1181.

101605K

[Travelling Salesman Strikes Back](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgyhgj's solution](#)

1182.

101605F

[Numerical Input Verication](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1183.

101775H

[Mr. Panda and Birthday Song](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-12 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1184.

101775D

[Mr. Panda and Geometric Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-12 · Java 8 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1185.

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-12 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1186.

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

1187.

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

1188.

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-12 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1189.

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-12 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1190.

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

1191.

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-12 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1192.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

1193.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-29 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1194.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[sdcgvhgj's solution](#)

1195.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-29 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1196.

101778D

[Help Conan](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · last AC: 2018-04-28 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1197.

101778J

[Gin Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1198.

101778B

[Ran and the Lock Code](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1199.

101778F

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

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1200.

101778G

[Preparing for Exams](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1201.

101778A

[Will he Die?](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1202.

101778C

[Professor Agasa Lab](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1203.

101778H

[Genta Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1204.

101778E

[Rescue Haibara](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1205.

101778K

[Conan and Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1206.

101778I

[UEFA Champions League](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1207.

101466K

[Random Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1208.

101466C

[Planet Communcation](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1209.

101466J

[Jeronimo's List](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1210.

101466E

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1211.

101466F

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

Rating: — · first AC: 2018-04-21 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1212.

101466H

[Logo](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1213.

101466D

[Double it](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1214.

101466B

[Maximum Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1215.

101653V

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1216.

101653S

[Ranked Choice](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · GNU C++ (first AC) · Tags: —

[sdcgyhgj's solution](#)

1217.

101653Q

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1218.

101653T

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · GNU C++ (first AC) · Tags: —

[sdcgyhgj's solution](#)

1219.

101653X

[Wrench](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1220.

101653W

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · GNU C++ (first AC) · Tags: —

[sdcgyhgj's solution](#)

1221.

101653R

[Ramp Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1222.

101653U

[Top 25](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · GNU C++ (first AC) · Tags: —

[sdcgyhgj's solution](#)

1223.

101653O

[Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1224.

101653N

[Majority](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · GNU C++ (first AC) · Tags: —

[sdcgyhgj's solution](#)

1225.

101653M

[Polyhedra](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · GNU C++11 (first AC) · Tags: —

[sdcgyhgj's solution](#)

1226.

101666L

[Lemonade Trade](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1227.

101666I

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

Rating: — · first AC: 2018-03-11 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1228.

101666C

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1229.

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1230.

101666M

[Manhattan Mornings](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1231.

101666K

[King of the Waves](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1232.

101666A

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

Rating: — · first AC: 2018-03-11 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1233.

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1234.

101670E

[Forest Picture](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1235.

101670I

[Go Northwest!](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1236.

101670A

[Amusement Anticipation](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1237.

101505J

[Colorful Tribune](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1238.

101505K

[Etnetera Brevity Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1239.

101505B

[Hot Air Ballooning](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1240.

101485K

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

Rating: — · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1241.

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-19 · Java 8 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1242.

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1243.

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-19 · Java 8 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1244.

101485J

[Jumbled Communication](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1245.

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: —

[sdcgvhgj's solution](#)

1246.

100286A

[Aerodynamics](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-20 · last AC: 2017-08-20 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1247.

100624C

[Chemist's vows](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-26 · last AC: 2017-07-26 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1248.

100624H

[Darts](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-26 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1249.

101350I

[Mirrored String II](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-23 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1250.

101350K

[Owl Geeks](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-23 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1251.

101350E

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

Rating: — · first AC: 2017-04-23 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1252.

101350J

[Lazy Physics Cat](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-23 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1253.

101350D

[Magical Bamboos](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-23 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1254.

101350C

[Cheap Kangaroo](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-23 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1255.

101350M

[Make Cents?](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-23 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1256.

101350H

[Mirrored String I](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-23 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1257.

101350B

[Unusual Team](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-23 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1258.

101149F

[The Weakest Sith](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: —

[sdcgvhgj's solution](#)

1259.

101149H

[Streets of Working Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: —

[sdcgyhgj's solution](#)

1260.

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: —

[sdcgyhgj's solution](#)

1261.

101149J

[Panoramic Photography](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: —

[sdcgyhgj's solution](#)

1262.

101149I

[It's the Police](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-16 · last AC: 2017-04-16 · GNU C++ (first AC) · Tags: —

[sdcgyhgj's solution](#)

1263.

101149E

[The Best among Equals](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: —

[sdcgyhgj's solution](#)

1264.

101149C

[Mathematical Field of Experiments](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: —

[sdcgyhgj's solution](#)

1265.

101149A

[Balls in Urn](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: —

[sdcgyhgj's solution](#)

1266.

100610H

[Horrible Truth](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-10 · GNU C++ (first AC) · Tags: —

[sdcgyhgj's solution](#)

1267.

100610A

[Alien Communication Masterclass](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-10 · GNU C++ (first AC) · Tags: —

[sdcgyhgj's solution](#)

1268.

100610D

[Defense of a Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-10 · GNU C++ (first AC) · Tags: —

[sdcgyhgj's solution](#)

1269.

100610E

[Explicit Formula](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-10 · GNU C++ (first AC) · Tags: —

[sdcgyhgj's solution](#)

1270.

100783A

[GREAT+SWERC=PORTO](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-09 · GNU C++ (first AC) · Tags: —

[sdcgyhj's solution](#)

1271.

100783B

[Flowery Trails](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-09 · GNU C++ (first AC) · Tags: —

[sdcgyhj's solution](#)