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Unique solved — sdya

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

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

Filters: none

Count: 1,234

- 1.**
1864A
[Increasing and Decreasing](#) · [Tutorial](#)
Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[sdya's solution](#)
- 2.**
1491A
[K-th Largest Value](#) · [Tutorial](#)
Quality: 19,029 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[sdya's solution](#)
- 3.**
1799A
[Recent Actions](#) · [Tutorial](#)
Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math
[sdya's solution](#)
- 4.**
1696A
[NIT orz!](#) · [Tutorial](#)
Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-12-28 · MS C++ 2017 (first AC) · Tags: bitmasks, greedy
[sdya's solution](#)
- 5.**
1466B
[Last minute enhancements](#) · [Tutorial](#)
Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[sdya's solution](#)
- 6.**
1466A
[Bovine Dilemma](#) · [Tutorial](#)
Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[sdya's solution](#)
- 7.**
859A
[Declined Finalists](#) · [Tutorial](#)
Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[sdya's solution](#)
- 8.**
688A
[Opponents](#) · [Tutorial](#)
Quality: 14,807 global accepts · Rating: 800 · first AC: 2017-01-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[sdya's solution](#)
- 9.**
664A
[Complicated GCD](#) · [Tutorial](#)
Quality: 21,672 global accepts · Rating: 800 · first AC: 2017-01-20 · MS C++ (first AC) · Tags: math, number theory
[sdya's solution](#)

10.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

[sdya's solution](#)

11.

750A

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

Quality: 92,561 global accepts · Rating: 800 · first AC: 2016-12-30 · MS C++ (first AC) · Tags: binary search, brute force, implementation, math

[sdya's solution](#)

12.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,829 global accepts · Rating: 800 · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[sdya's solution](#)

13.

378A

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

Quality: 25,936 global accepts · Rating: 800 · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: brute force

[sdya's solution](#)

14.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,202 global accepts · Rating: 800 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

15.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[sdya's solution](#)

16.

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: brute force

[sdya's solution](#)

17.

155A

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

Quality: 93,671 global accepts · Rating: 800 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: brute force

[sdya's solution](#)

18.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,789 global accepts · Rating: 800 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: implementation, math

[sdya's solution](#)

19.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 800 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

20.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,567 global accepts · Rating: 800 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

21.

110A

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

Quality: 199,521 global accepts · Rating: 800 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

22.

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 800 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

23.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,531 global accepts · Rating: 800 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: implementation, math

[sdya's solution](#)

24.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,820 global accepts · Rating: 800 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[sdya's solution](#)

25.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,442 global accepts · Rating: 800 · first AC: 2015-07-04 · MS C++ (first AC) · Tags: brute force, implementation

[sdya's solution](#)

26.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,070 global accepts · Rating: 800 · first AC: 2015-02-27 · GNU C++0x (first AC) · Tags: brute force, implementation, strings

[sdya's solution](#)

27.

233A

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

Quality: 49,151 global accepts · Rating: 800 · first AC: 2015-02-26 · GNU C++0x (first AC) · Tags: implementation, math

[sdya's solution](#)

28.

214A

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

Quality: 42,924 global accepts · Rating: 800 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: brute force

[sdya's solution](#)

29.

80A

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

Quality: 66,316 global accepts · Rating: 800 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: brute force

[sdya's solution](#)

30.

513A

[Game](#) · [Tutorial](#)

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

[sdya's solution](#)

31.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2015-01-05 · GNU C++0x (first AC) · Tags: implementation

[sdya's solution](#)

32.

472A

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

Quality: 70,776 global accepts · Rating: 800 · first AC: 2014-09-28 · MS C++ (first AC) · Tags: math, number theory

[sdya's solution](#)

33.

231A

[Team](#) · [Tutorial](#)

Quality: 430,316 global accepts · Rating: 800 · first AC: 2014-07-16 · Go (first AC) · Tags: brute force, greedy

[sdya's solution](#)

34.

71A

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

Quality: 503,321 global accepts · Rating: 800 · first AC: 2012-05-01 · last AC: 2014-07-16 · Python 2 (first AC) · Tags: strings

[sdya's solution](#)

35.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,512 global accepts · Rating: 800 · first AC: 2012-03-03 · last AC: 2014-07-16 · MS C++ (first AC) · Tags: *special, implementation

[sdya's solution](#)

36.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,958 global accepts · Rating: 800 · first AC: 2010-03-13 · last AC: 2014-07-16 · MS C++ (first AC) · Tags: brute force, math

[sdya's solution](#)

37.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,411 global accepts · Rating: 800 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[sdya's solution](#)

38.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2012-04-03 · MS C++ (first AC) · Tags: *special, brute force, implementation

[sdya's solution](#)

39.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,758 global accepts · Rating: 800 · first AC: 2011-01-11 · MS C++ (first AC) · Tags: expression parsing, implementation

[sdya's solution](#)

40.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,681 global accepts · Rating: 800 · first AC: 2011-01-11 · GNU C++ (first AC) · Tags: math, probabilities

[sdya's solution](#)

41.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2011-01-11 · MS C++ (first AC) · Tags: brute force

[sdya's solution](#)

42.

22A

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

Quality: 27,086 global accepts · Rating: 800 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: brute force

[sdya's solution](#)

43.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,429 global accepts · Rating: 800 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

44.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 800 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

45.

47A

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

Quality: 18,172 global accepts · Rating: 800 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: brute force, math

[sdya's solution](#)

46.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,473 global accepts · Rating: 800 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: implementation, strings

[sdya's solution](#)

47.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,688 global accepts · Rating: 800 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

48.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 800 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: brute force, implementation

[sdya's solution](#)

49.

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

50.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,754 global accepts · Rating: 800 · first AC: 2011-01-09 · MS C++ (first AC) · Tags: greedy, math

[sdya's solution](#)

51.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,254 global accepts · Rating: 800 · first AC: 2010-06-03 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

52.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2010-05-19 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

53.

1696B

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

Quality: 36,333 global accepts · Rating: 900 · first AC: 2022-12-28 · MS C++ 2017 (first AC) · Tags: greedy

[sdya's solution](#)

54.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[sdya's solution](#)

55.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[sdya's solution](#)

56.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2017-01-27 · MS C++ (first AC) · Tags: implementation, math

[sdya's solution](#)

57.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2016-12-28 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

58.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,393 global accepts · Rating: 900 · first AC: 2016-12-27 · MS C++ (first AC) · Tags: greedy

[sdya's solution](#)

59.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: implementation, math

[sdya's solution](#)

60.

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,566 global accepts · Rating: 900 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

61.

205A

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

Quality: 25,229 global accepts · Rating: 900 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: brute force, implementation

[sdya's solution](#)

62.

373A

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

Quality: 11,466 global accepts · Rating: 900 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

63.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: implementation, math

[sdya's solution](#)

64.

168A

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

Quality: 11,506 global accepts · Rating: 900 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: implementation, math

[sdya's solution](#)

65.

133A

[HQ9+ · Tutorial](#)

Quality: 125,015 global accepts · Rating: 900 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

66.

129A

[Cookies · Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

67.

96A

[Football · Tutorial](#)

Quality: 193,664 global accepts · Rating: 900 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: implementation, strings

[sdya's solution](#)

68.

591A

[Wizards' Duel · Tutorial](#)

Quality: 17,283 global accepts · Rating: 900 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: implementation, math

[sdya's solution](#)

69.

549A

[Face Detection · Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[sdya's solution](#)

70.

94A

[Restoring Password · Tutorial](#)

Quality: 12,267 global accepts · Rating: 900 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: implementation, strings

[sdya's solution](#)

71.

115A

[Party · Tutorial](#)

Quality: 43,358 global accepts · Rating: 900 · first AC: 2015-01-04 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, trees

[sdya's solution](#)

72.

84A

[Toy Army · Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2015-01-04 · GNU C++0x (first AC) · Tags: math, number theory

[sdya's solution](#)

73.

52A

[123-sequence · Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2011-01-14 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

74.

48A

[Rock-paper-scissors · Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: implementation, schedules

[sdya's solution](#)

75.

34B

[Sale · Tutorial](#)

Quality: 66,029 global accepts · Rating: 900 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: greedy, sortings

[sdya's solution](#)

76.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,772 global accepts · Rating: 900 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: number theory

[sdya's solution](#)

77.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,849 global accepts · Rating: 900 · first AC: 2011-01-09 · MS C++ (first AC) · Tags: brute force, geometry

[sdya's solution](#)

78.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,494 global accepts · Rating: 900 · first AC: 2010-11-06 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

79.

16B

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

Quality: 20,770 global accepts · Rating: 900 · first AC: 2010-06-03 · MS C++ (first AC) · Tags: greedy, implementation, sortings

[sdya's solution](#)

80.

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2010-04-26 · MS C++ (first AC) · Tags: constructive algorithms, implementation, math

[sdya's solution](#)

81.

10A

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

Quality: 8,347 global accepts · Rating: 900 · first AC: 2010-04-15 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

82.

1785A

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

Rating: 1000 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[sdya's solution](#)

83.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[sdya's solution](#)

84.

859B

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

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

[sdya's solution](#)

85.

688B

[Lovely Palindromes](#) · [Tutorial](#)

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2017-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[sdya's solution](#)

86.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

87.

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

88.

637A

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

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

[sdya's solution](#)

89.

626A

[Robot Sequence](#) · [Tutorial](#)

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

[sdya's solution](#)

90.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,583 global accepts · Rating: 1000 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

91.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: geometry, sortings

[sdya's solution](#)

92.

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1000 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

93.

124A

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

Quality: 44,211 global accepts · Rating: 1000 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: math

[sdya's solution](#)

94.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1000 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: brute force, implementation

[sdya's solution](#)

95.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,811 global accepts · Rating: 1000 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: brute force, number theory

[sdya's solution](#)

96.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,943 global accepts · Rating: 1000 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

97.

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,495 global accepts · Rating: 1000 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: greedy, math

[sdya's solution](#)

98.

357A

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

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[sdya's solution](#)

99.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,533 global accepts · Rating: 1000 · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[sdya's solution](#)

100.

221A

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

Quality: 16,803 global accepts · Rating: 1000 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: implementation, math
[sdya's solution](#)

101.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,502 global accepts · Rating: 1000 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: greedy, sortings
[sdya's solution](#)

102.

500A

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

Quality: 62,703 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation
[sdya's solution](#)

103.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,872 global accepts · Rating: 1000 · first AC: 2014-12-10 · GNU C++0x (first AC) · Tags: implementation
[sdya's solution](#)

104.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,514 global accepts · Rating: 1000 · first AC: 2014-07-27 · MS C++ (first AC) · Tags: brute force, implementation, strings
[sdya's solution](#)

105.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,452 global accepts · Rating: 1000 · first AC: 2014-07-16 · Go (first AC) · Tags: implementation, strings
[sdya's solution](#)

106.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,259 global accepts · Rating: 1000 · first AC: 2010-03-07 · last AC: 2014-07-16 · MS C++ (first AC) · Tags: math
[sdya's solution](#)

107.

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: greedy
[sdya's solution](#)

108.

178A1

[Educational Game](#) · [Tutorial](#)

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

[sdya's solution](#)

109.

109A

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

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

[sdya's solution](#)

110.

106B

[Choosing Laptop](#) · [Tutorial](#)

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

[sdya's solution](#)

111.

106A

[Card Game](#) · [Tutorial](#)

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

[sdya's solution](#)

112.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1000 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: brute force

[sdya's solution](#)

113.

43A

[Football](#) · [Tutorial](#)

Quality: 69,173 global accepts · Rating: 1000 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: strings

[sdya's solution](#)

114.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2010-10-25 · last AC: 2010-10-25 · MS C++ (first AC) · Tags: sortings

[sdya's solution](#)

115.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,403 global accepts · Rating: 1000 · first AC: 2010-06-10 · MS C++ (first AC) · Tags: brute force, math, number theory

[sdya's solution](#)

116.

14B

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

Quality: 8,306 global accepts · Rating: 1000 · first AC: 2010-05-19 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

117.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2010-05-06 · MS C++ (first AC) · Tags: implementation, math

[sdya's solution](#)

118.

5A

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

Quality: 11,127 global accepts · Rating: 1000 · first AC: 2010-03-20 · last AC: 2010-03-25 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

119.

3A

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

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2010-03-07 · MS C++ (first AC) · Tags: greedy, shortest paths

[sdya's solution](#)

120.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[sdya's solution](#)

121.

755B

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

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

[sdya's solution](#)

122.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[sdya's solution](#)

123.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2016-12-28 · MS C++ (first AC) · Tags: greedy

[sdya's solution](#)

124.

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2016-12-27 · MS C++ (first AC) · Tags: brute force, implementation

[sdya's solution](#)

125.

381B

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

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[sdya's solution](#)

126.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1100 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: brute force, implementation

[sdya's solution](#)

127.

192B

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

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: brute force, implementation

[sdya's solution](#)

128.

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: greedy, sortings

[sdya's solution](#)

129.

368B

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

Quality: 49,905 global accepts · Rating: 1100 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: data structures, dp

[sdya's solution](#)

130.

116B

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

Quality: 14,615 global accepts · Rating: 1100 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[sdya's solution](#)

131.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1100 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[sdya's solution](#)

132.

90B

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

Quality: 5,717 global accepts · Rating: 1100 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: implementation, strings

[sdya's solution](#)

133.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

134.

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,977 global accepts · Rating: 1100 · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

135.

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2015-10-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[sdya's solution](#)

136.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,839 global accepts · Rating: 1100 · first AC: 2015-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[sdya's solution](#)

137.

522B

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

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

[sdya's solution](#)

138.

258A

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

Quality: 26,507 global accepts · Rating: 1100 · first AC: 2015-03-01 · GNU C++0x (first AC) · Tags: greedy, math

[sdya's solution](#)

139.

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,533 global accepts · Rating: 1100 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, implementation

[sdya's solution](#)

140.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: implementation

[sdya's solution](#)

141.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,290 global accepts · Rating: 1100 · first AC: 2015-02-22 · MS C++ (first AC) · Tags: brute force, geometry, math
[sdya's solution](#)

142.

227B

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

Quality: 32,440 global accepts · Rating: 1100 · first AC: 2015-02-22 · GNU C++0x (first AC) · Tags: implementation
[sdya's solution](#)

143.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2015-01-10 · GNU C++0x (first AC) · Tags: implementation
[sdya's solution](#)

144.

68A

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

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2014-12-06 · GNU C++0x (first AC) · Tags: implementation, number theory
[sdya's solution](#)

145.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · MS C++ (first AC) · Tags: implementation
[sdya's solution](#)

146.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: greedy
[sdya's solution](#)

147.

196A

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

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-06-12 · last AC: 2012-06-12 · MS C++ (first AC) · Tags: greedy, strings
[sdya's solution](#)

148.

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 1100 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: greedy
[sdya's solution](#)

149.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,841 global accepts · Rating: 1100 · first AC: 2012-03-03 · MS C++ (first AC) · Tags: *special, greedy, implementation
[sdya's solution](#)

150.

103A

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

Quality: 6,574 global accepts · Rating: 1100 · first AC: 2011-08-07 · MS C++ (first AC) · Tags: greedy, implementation, math
[sdya's solution](#)

151.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1100 · first AC: 2011-01-12 · MS C++ (first AC) · Tags: greedy, implementation, sortings
[sdya's solution](#)

152.

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,794 global accepts · Rating: 1100 · first AC: 2011-01-12 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

153.

12B

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

Quality: 9,672 global accepts · Rating: 1100 · first AC: 2011-01-12 · MS C++ (first AC) · Tags: implementation, sortings

[sdya's solution](#)

154.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

155.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,493 global accepts · Rating: 1100 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: implementation, strings

[sdya's solution](#)

156.

46B

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

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

157.

6B

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

Quality: 14,827 global accepts · Rating: 1100 · first AC: 2011-01-09 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

158.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,665 global accepts · Rating: 1100 · first AC: 2010-10-24 · MS C++ (first AC) · Tags: math

[sdya's solution](#)

159.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2010-04-01 · MS C++ (first AC) · Tags: brute force, constructive algorithms

[sdya's solution](#)

160.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math, sortings

[sdya's solution](#)

161.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[sdya's solution](#)

162.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,741 global accepts · Rating: 1200 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[sdya's solution](#)

163.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[sdya's solution](#)

164.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[sdya's solution](#)

165.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2016-12-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[sdya's solution](#)

166.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation, math

[sdya's solution](#)

167.

639A

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

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

168.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,854 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[sdya's solution](#)

169.

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

170.

239A

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

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[sdya's solution](#)

171.

194B

[Square](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1200 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: math

[sdya's solution](#)

172.

151B

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,862 global accepts · Rating: 1200 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: implementation, strings

[sdya's solution](#)

173.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

174.

129B

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

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs,

implementation

[sdy's solution](#)

175.

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: brute force

[sdy's solution](#)

176.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[sdy's solution](#)

177.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: implementation, strings

[sdy's solution](#)

178.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: math

[sdy's solution](#)

179.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,829 global accepts · Rating: 1200 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[sdy's solution](#)

180.

80B

[Depression](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 1200 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: geometry, math

[sdy's solution](#)

181.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,343 global accepts · Rating: 1200 · first AC: 2015-02-16 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[sdy's solution](#)

182.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,939 global accepts · Rating: 1200 · first AC: 2015-01-26 · GNU C++0x (first AC) · Tags: greedy, implementation

[sdy's solution](#)

183.

101A

[Homework](#) · [Tutorial](#)

Quality: 4,369 global accepts · Rating: 1200 · first AC: 2015-01-03 · GNU C++0x (first AC) · Tags: greedy

[sdy's solution](#)

184.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,558 global accepts · Rating: 1200 · first AC: 2014-12-18 · GNU C++0x (first AC) · Tags: greedy

[sdy's solution](#)

185.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,746 global accepts · Rating: 1200 · first AC: 2014-11-17 · MS C++ (first AC) · Tags: dfs and similar, dp, graph matchings, greedy,

sortings, two pointers

[sdya's solution](#)

186.

461A

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

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

[sdya's solution](#)

187.

264A

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

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

[sdya's solution](#)

188.

176A

[Trading Business](#) · [Tutorial](#)

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

[sdya's solution](#)

189.

172B

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

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

[sdya's solution](#)

190.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2011-01-14 · MS C++ (first AC) · Tags: implementation, math

[sdya's solution](#)

191.

9C

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

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2011-01-12 · MS C++ (first AC) · Tags: brute force, implementation, math

[sdya's solution](#)

192.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2011-01-12 · MS C++ (first AC) · Tags: constructive algorithms

[sdya's solution](#)

193.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2011-01-11 · MS C++ (first AC) · Tags: strings

[sdya's solution](#)

194.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,079 global accepts · Rating: 1200 · first AC: 2011-01-11 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

195.

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,042 global accepts · Rating: 1200 · first AC: 2011-01-11 · MS C++ (first AC) · Tags: brute force, implementation

[sdya's solution](#)

196.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

197.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: implementation, sortings

[sdya's solution](#)

198.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1200 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: brute force, implementation, math

[sdya's solution](#)

199.

6C

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

Quality: 17,486 global accepts · Rating: 1200 · first AC: 2011-01-09 · MS C++ (first AC) · Tags: greedy, two pointers

[sdya's solution](#)

200.

33A

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

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2010-10-07 · MS C++ (first AC) · Tags: greedy, implementation

[sdya's solution](#)

201.

23A

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

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2010-07-09 · last AC: 2010-07-10 · MS C++ (first AC) · Tags: brute force, greedy

[sdya's solution](#)

202.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2010-06-16 · MS C++ (first AC) · Tags: data structures, implementation

[sdya's solution](#)

203.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2010-05-29 · MS C++ (first AC) · Tags: implementation, sortings

[sdya's solution](#)

204.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1200 · first AC: 2010-03-20 · last AC: 2010-03-25 · MS C++ (first AC) · Tags: implementation, strings

[sdya's solution](#)

205.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,477 global accepts · Rating: 1200 · first AC: 2010-03-13 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[sdya's solution](#)

206.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[sdya's solution](#)

207.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[sdya's solution](#)

208.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,392 global accepts · Rating: 1300 · first AC: 2021-01-06 · last AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[sdya's solution](#)

209.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[sdya's solution](#)

210.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees
[sdya's solution](#)

211.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · MS C++ (first AC) · Tags: geometry, implementation
[sdya's solution](#)

212.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,527 global accepts · Rating: 1300 · first AC: 2016-12-28 · MS C++ (first AC) · Tags: greedy, implementation, sortings
[sdya's solution](#)

213.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: dfs and similar, trees
[sdya's solution](#)

214.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math
[sdya's solution](#)

215.

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,194 global accepts · Rating: 1300 · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: implementation, sortings
[sdya's solution](#)

216.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,945 global accepts · Rating: 1300 · first AC: 2015-11-05 · last AC: 2015-11-05 · GNU C++11 (first AC) · Tags: implementation
[sdya's solution](#)

217.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[sdya's solution](#)

218.

189B

[Counting Rhombi](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1300 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: brute force, math
[sdya's solution](#)

219.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,886 global accepts · Rating: 1300 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: brute force, dp
[sdya's solution](#)

220.

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: brute force, implementation
[sdya's solution](#)

221.

96B

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

Quality: 19,110 global accepts · Rating: 1300 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force
[sdya's solution](#)

222.

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: greedy
[sdya's solution](#)

223.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: implementation, sortings
[sdya's solution](#)

224.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[sdya's solution](#)

225.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2015-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[sdya's solution](#)

226.

303A

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

Quality: 8,571 global accepts · Rating: 1300 · first AC: 2015-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[sdya's solution](#)

227.

288A

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

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2015-03-25 · GNU C++11 (first AC) · Tags: greedy
[sdya's solution](#)

228.

238A

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

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2015-02-27 · GNU C++0x (first AC) · Tags: constructive algorithms, math
[sdya's solution](#)

229.

236B

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

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2015-02-27 · GNU C++0x (first AC) · Tags: implementation, number theory
[sdya's solution](#)

230.

221B

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

Quality: 4,909 global accepts · Rating: 1300 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: implementation
[sdya's solution](#)

231.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,838 global accepts · Rating: 1300 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: binary search, implementation, math, number theory

[sdya's solution](#)

232.

227A

[Where do I Turn?](#) · [Tutorial](#)

Quality: 4,585 global accepts · Rating: 1300 · first AC: 2015-02-22 · last AC: 2015-02-22 · MS C++ (first AC) · Tags: geometry
[sdya's solution](#)

233.

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: graphs, implementation, math
[sdya's solution](#)

234.

220A

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

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: implementation, sortings
[sdya's solution](#)

235.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,521 global accepts · Rating: 1300 · first AC: 2015-02-09 · GNU C++0x (first AC) · Tags: math
[sdya's solution](#)

236.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2015-01-14 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings
[sdya's solution](#)

237.

132A

[Turing Tape](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 1300 · first AC: 2015-01-13 · GNU C++0x (first AC) · Tags: implementation
[sdya's solution](#)

238.

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2015-01-07 · GNU C++0x (first AC) · Tags: implementation, math
[sdya's solution](#)

239.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2015-01-06 · GNU C++0x (first AC) · Tags: implementation, number theory, strings
[sdya's solution](#)

240.

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2014-12-21 · GNU C++0x (first AC) · Tags: math

[sdy's solution](#)

241.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2014-12-07 · GNU C++0x (first AC) · Tags: math

[sdy's solution](#)

242.

60A

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

Quality: 4,283 global accepts · Rating: 1300 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: implementation, two pointers

[sdy's solution](#)

243.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 1300 · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: dfs and similar, greedy, implementation

[sdy's solution](#)

244.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · MS C++ (first AC) · Tags: —

[sdy's solution](#)

245.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,345 global accepts · Rating: 1300 · first AC: 2012-12-13 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers

[sdy's solution](#)

246.

173A

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

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

[sdy's solution](#)

247.

161A

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

Quality: 5,475 global accepts · Rating: 1300 · first AC: 2012-03-11 · MS C++ (first AC) · Tags: binary search, brute force, greedy, two pointers

[sdy's solution](#)

248.

158D

[Ice Sculptures](#) · [Tutorial](#)

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

[sdy's solution](#)

249.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2011-05-20 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[sdy's solution](#)

250.

62A

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

Quality: 3,774 global accepts · Rating: 1300 · first AC: 2011-02-25 · MS C++ (first AC) · Tags: greedy, math

[sdy's solution](#)

251.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2011-01-12 · MS C++ (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy
[sdya's solution](#)

252.

41C

[Email address](#) · [Tutorial](#)

Quality: 4,195 global accepts · Rating: 1300 · first AC: 2011-01-11 · MS C++ (first AC) · Tags: expression parsing, implementation
[sdya's solution](#)

253.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1300 · first AC: 2011-01-11 · MS C++ (first AC) · Tags: implementation
[sdya's solution](#)

254.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2011-01-11 · MS C++ (first AC) · Tags: expression parsing, implementation, sortings, strings
[sdya's solution](#)

255.

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2011-01-11 · MS C++ (first AC) · Tags: implementation
[sdya's solution](#)

256.

43C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1300 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: greedy
[sdya's solution](#)

257.

51A

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

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: implementation
[sdya's solution](#)

258.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,884 global accepts · Rating: 1300 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: brute force
[sdya's solution](#)

259.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1300 · first AC: 2010-11-06 · MS C++ (first AC) · Tags: implementation
[sdya's solution](#)

260.

39F

[Pacifist frogs](#) · [Tutorial](#)

Quality: 1,962 global accepts · Rating: 1300 · first AC: 2010-10-24 · MS C++ (first AC) · Tags: implementation
[sdya's solution](#)

261.

39H

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

Quality: 3,126 global accepts · Rating: 1300 · first AC: 2010-10-24 · MS C++ (first AC) · Tags: implementation
[sdya's solution](#)

262.

39B

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

Quality: 3,097 global accepts · Rating: 1300 · first AC: 2010-10-24 · MS C++ (first AC) · Tags: greedy

[sdya's solution](#)

263.

4C

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

Quality: 108,169 global accepts · Rating: 1300 · first AC: 2010-03-13 · last AC: 2010-06-22 · MS C++ (first AC) · Tags: data structures, hashing, implementation

[sdya's solution](#)

264.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,326 global accepts · Rating: 1400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[sdya's solution](#)

265.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[sdya's solution](#)

266.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-12-28 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[sdya's solution](#)

267.

865A

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

Quality: 4,428 global accepts · Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[sdya's solution](#)

268.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2017-01-27 · MS C++ (first AC) · Tags: brute force, implementation, math, strings

[sdya's solution](#)

269.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,580 global accepts · Rating: 1400 · first AC: 2017-01-25 · MS C++ (first AC) · Tags: greedy, implementation, sortings, two pointers

[sdya's solution](#)

270.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,802 global accepts · Rating: 1400 · first AC: 2017-01-25 · MS C++ (first AC) · Tags: math, number theory

[sdya's solution](#)

271.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2017-01-19 · MS C++ (first AC) · Tags: data structures, geometry, math

[sdya's solution](#)

272.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,076 global accepts · Rating: 1400 · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[sdya's solution](#)

273.

516A

[Drazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-12-24 · MS C++ (first AC) · Tags: dp, greedy, implementation, math

[sdya's solution](#)

274.

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-12-13 · MS C++ (first AC) · Tags: greedy, sortings

[sdya's solution](#)

275.

438A

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

Rating: 1400 · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: greedy, sortings

[sdya's solution](#)

276.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,189 global accepts · Rating: 1400 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[sdya's solution](#)

277.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[sdya's solution](#)

278.

641B

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

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

279.

637C

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

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

[sdya's solution](#)

280.

388A

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

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: greedy, sortings

[sdya's solution](#)

281.

205B

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

Quality: 6,477 global accepts · Rating: 1400 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: brute force, greedy

[sdya's solution](#)

282.

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: math

[sdya's solution](#)

283.

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: brute force, combinatorics, implementation

[sdya's solution](#)

284.

357B

[Flag Day](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1400 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[sdya's solution](#)

285.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[sdya's solution](#)

286.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[sdya's solution](#)

287.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,013 global accepts · Rating: 1400 · first AC: 2015-03-28 · GNU C++11 (first AC) · Tags: data structures, implementation

[sdya's solution](#)

288.

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2015-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[sdya's solution](#)

289.

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2015-02-26 · GNU C++0x (first AC) · Tags: binary search, brute force, math

[sdya's solution](#)

290.

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2015-02-22 · GNU C++0x (first AC) · Tags: math

[sdya's solution](#)

291.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force

[sdya's solution](#)

292.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1400 · first AC: 2015-01-28 · GNU C++0x (first AC) · Tags: games, math, number theory

[sdya's solution](#)

293.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2014-12-18 · GNU C++0x (first AC) · Tags: implementation, sortings

[sdya's solution](#)

294.

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2014-12-14 · GNU C++0x (first AC) · Tags: brute force, implementation

[sdya's solution](#)

295.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: dfs and similar, dsu

[sdya's solution](#)

296.

489C

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

Quality: 51,684 global accepts · Rating: 1400 · first AC: 2014-11-17 · MS C++ (first AC) · Tags: dp, greedy, implementation

[sdya's solution](#)

297.

475B

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

Quality: 9,249 global accepts · Rating: 1400 · first AC: 2014-10-05 · MS C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[sdya's solution](#)

298.

472C

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

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

[sdya's solution](#)

299.

436B

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

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

[sdya's solution](#)

300.

277A

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

Quality: 21,581 global accepts · Rating: 1400 · first AC: 2013-09-16 · MS C++ (first AC) · Tags: dfs and similar, dsu

[sdya's solution](#)

301.

316A2

[Special Task](#) · [Tutorial](#)

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

[sdya's solution](#)

302.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2012-06-22 · GNU C++ (first AC) · Tags: shortest paths

[sdya's solution](#)

303.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: geometry, math

[sdya's solution](#)

304.

158C

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

Quality: 10,393 global accepts · Rating: 1400 · first AC: 2012-03-03 · MS C++ (first AC) · Tags: *special, data structures, implementation

[sdya's solution](#)

305.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,904 global accepts · Rating: 1400 · first AC: 2011-05-04 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

306.

8B

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

Quality: 4,966 global accepts · Rating: 1400 · first AC: 2011-01-12 · MS C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[sdya's solution](#)

307.

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2011-01-12 · MS C++ (first AC) · Tags: brute force

[sdya's solution](#)

308.

42A

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

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: greedy, implementation

[sdya's solution](#)

309.

26B

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

Quality: 25,857 global accepts · Rating: 1400 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: greedy

[sdya's solution](#)

310.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,561 global accepts · Rating: 1400 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: brute force

[sdya's solution](#)

311.

44E

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

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

[sdya's solution](#)

312.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1400 · first AC: 2010-09-24 · MS C++ (first AC) · Tags: brute force, math

[sdya's solution](#)

313.

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1400 · first AC: 2010-07-26 · MS C++ (first AC) · Tags: graphs

[sdya's solution](#)

314.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,142 global accepts · Rating: 1400 · first AC: 2010-06-24 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

315.

1466D

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

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees

[sdya's solution](#)

316.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[sdya's solution](#)

317.

859C

[Pie Rules](#) · [Tutorial](#)

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

[sdya's solution](#)

318.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,459 global accepts · Rating: 1500 · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, trees

[sdya's solution](#)

319.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2017-01-26 · MS C++ (first AC) · Tags: dfs and similar, graphs

[sdya's solution](#)

320.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 1500 · first AC: 2016-12-28 · MS C++ (first AC) · Tags: dp, greedy

[sdya's solution](#)

321.

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2016-12-27 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

322.

553A

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

Quality: 9,832 global accepts · Rating: 1500 · first AC: 2016-12-26 · MS C++ (first AC) · Tags: combinatorics, dp, math

[sdya's solution](#)

323.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-12-24 · GNU C++11 (first AC) · Tags: data structures, implementation

[sdya's solution](#)

324.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-12-23 · MS C++ (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[sdya's solution](#)

325.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-12-22 · GNU C++11 (first AC) · Tags: greedy

[sdya's solution](#)

326.

744A

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

Quality: 9,731 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[sdya's solution](#)

327.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2016-11-25 · GNU C++11 (first AC) · Tags: brute force, sortings

[sdya's solution](#)

328.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[sdya's solution](#)

329.

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-11-18 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[sdya's solution](#)

330.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

331.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,618 global accepts · Rating: 1500 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, shortest paths

[sdya's solution](#)

332.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: data structures, implementation

[sdya's solution](#)

333.

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1500 · first AC: 2015-10-24 · GNU C++11 (first AC) · Tags: data structures, dsu

[sdya's solution](#)

334.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[sdya's solution](#)

335.

587A

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

Quality: 8,327 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[sdya's solution](#)

336.

341B

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

Rating: 1500 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[sdya's solution](#)

337.

576A

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

Quality: 15,930 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[sdya's solution](#)

338.

562B

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

Rating: 1500 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[sdya's solution](#)

339.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2015-07-02 · MS C++ (first AC) · Tags: dfs and similar, shortest paths

[sdya's solution](#)

340.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2015-07-02 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[sdya's solution](#)

341.

288B

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

Quality: 3,212 global accepts · Rating: 1500 · first AC: 2015-03-25 · GNU C++11 (first AC) · Tags: combinatorics

[sdya's solution](#)

342.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: greedy, math

[sdya's solution](#)

343.

256A

[Almost Arithmetical Progression](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-02-28 · GNU C++0x (first AC) · Tags: binary search, dp, two pointers

[sdya's solution](#)

344.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: brute force, two pointers

[sdya's solution](#)

345.

224B

[Array](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1500 · first AC: 2015-02-22 · MS C++ (first AC) · Tags: bitmasks, implementation, two pointers

[sdya's solution](#)

346.

204B

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

Quality: 5,909 global accepts · Rating: 1500 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: binary search, data structures

[sdya's solution](#)

347.

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: binary search, combinatorics, dp

[sdya's solution](#)

348.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2015-02-11 · GNU C++0x (first AC) · Tags: dp

[sdya's solution](#)

349.

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2015-02-11 · GNU C++0x (first AC) · Tags: greedy

[sdya's solution](#)

350.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,510 global accepts · Rating: 1500 · first AC: 2015-01-11 · GNU C++0x (first AC) · Tags: dfs and similar

[sdya's solution](#)

351.

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2015-01-10 · GNU C++0x (first AC) · Tags: strings

[sdya's solution](#)

352.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2015-01-04 · GNU C++0x (first AC) · Tags: greedy, sortings

[sdya's solution](#)

353.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: greedy

[sdya's solution](#)

354.

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2014-12-10 · GNU C++0x (first AC) · Tags: dp, games, greedy

[sdya's solution](#)

355.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, math

[sdya's solution](#)

356.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,987 global accepts · Rating: 1500 · first AC: 2014-08-08 · MS C++ (first AC) · Tags: dp

[sdya's solution](#)

357.

436A

[Feed with Candy](#) · [Tutorial](#)

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

[sdya's solution](#)

358.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1500 · first AC: 2013-09-14 · MS C++ (first AC) · Tags: binary search, greedy, sortings

[sdya's solution](#)

359.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · last AC: 2013-06-12 · MS C++ (first AC) · Tags: brute force, data structures

[sdya's solution](#)

360.

316B1

[EKG](#) · [Tutorial](#)

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

[sdya's solution](#)

361.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2013-01-20 · MS C++ (first AC) · Tags: dp, number theory

[sdya's solution](#)

362.

178D1

[Magic Squares](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1500 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[sdya's solution](#)

363.

172D

[Calendar Reform](#) · [Tutorial](#)

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

[sdya's solution](#)

364.

172C

[Bus](#) · [Tutorial](#)

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

[sdya's solution](#)

365.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1500 · first AC: 2011-08-07 · MS C++ (first AC) · Tags: dfs and similar, dsu, graphs

[sdya's solution](#)

366.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,739 global accepts · Rating: 1500 · first AC: 2011-06-20 · MS C++ (first AC) · Tags: binary search, data structures

[sdya's solution](#)

367.

91A

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

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

[sdya's solution](#)

368.

87A

[Trains](#) · [Tutorial](#)

Quality: 5,816 global accepts · Rating: 1500 · first AC: 2011-06-07 · MS C++ (first AC) · Tags: implementation, math

[sdya's solution](#)

369.

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2011-01-12 · MS C++ (first AC) · Tags: greedy

[sdya's solution](#)

370.

50B

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

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2011-01-09 · MS C++ (first AC) · Tags: strings

[sdya's solution](#)

371.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,231 global accepts · Rating: 1500 · first AC: 2011-01-07 · MS C++ (first AC) · Tags: hashing, implementation

[sdya's solution](#)

372.

44B

[Cola](#) · [Tutorial](#)

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

[sdya's solution](#)

373.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 1500 · first AC: 2010-10-24 · MS C++ (first AC) · Tags: hashing, implementation, strings

[sdya's solution](#)

374.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2010-07-26 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

375.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,960 global accepts · Rating: 1500 · first AC: 2010-06-16 · MS C++ (first AC) · Tags: brute force, geometry

[sdya's solution](#)

376.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,118 global accepts · Rating: 1500 · first AC: 2010-06-10 · MS C++ (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[sdya's solution](#)

377.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2010-04-15 · MS C++ (first AC) · Tags: dp, implementation

[sdya's solution](#)

378.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[sdya's solution](#)

379.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[sdya's solution](#)

380.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[sdya's solution](#)

381.

756B

[Travel Card](#) · [Tutorial](#)

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

[sdya's solution](#)

382.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2017-01-17 · MS C++ (first AC) · Tags: binary search, dp

[sdya's solution](#)

383.

605A

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

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2017-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[sdya's solution](#)

384.

603A

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

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[sdya's solution](#)

385.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2017-01-07 · MS C++ (first AC) · Tags: graphs, shortest paths
[sdya's solution](#)

386.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · MS C++ (first AC) · Tags: binary search, greedy, math
[sdya's solution](#)

387.

568A

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

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2016-12-28 · MS C++ (first AC) · Tags: brute force, implementation, math, number theory
[sdya's solution](#)

388.

477A

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

Rating: 1600 · first AC: 2016-12-12 · MS C++ (first AC) · Tags: math
[sdya's solution](#)

389.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2016-12-10 · GNU C++11 (first AC) · Tags: probabilities
[sdya's solution](#)

390.

741B

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

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · MS C++ (first AC) · Tags: dfs and similar, dp, dsu
[sdya's solution](#)

391.

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · MS C++ (first AC) · Tags: dfs and similar, math
[sdya's solution](#)

392.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2016-12-05 · MS C++ (first AC) · Tags: greedy, math
[sdya's solution](#)

393.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: dp

[sdya's solution](#)

394.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: dp, implementation

[sdya's solution](#)

395.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math

[sdya's solution](#)

396.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-19 · GNU C++11 (first AC) · Tags: implementation, math

[sdya's solution](#)

397.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[sdya's solution](#)

398.

643B

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

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[sdya's solution](#)

399.

639B

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

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[sdya's solution](#)

400.

637D

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

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

[sdya's solution](#)

401.

626C

[Block Towers](#) · [Tutorial](#)

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

[sdya's solution](#)

402.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: data structures, greedy

[sdya's solution](#)

403.

380A

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

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: binary search, brute force

[sdya's solution](#)

404.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,057 global accepts · Rating: 1600 · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: dfs and similar

[sdya's solution](#)

405.

375B

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

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, sortings

[sdya's solution](#)

406.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: math, number theory

[sdya's solution](#)

407.

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 1600 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar

[sdya's solution](#)

408.

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[sdya's solution](#)

409.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, two pointers

[sdya's solution](#)

410.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[sdya's solution](#)

411.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: combinatorics, data structures, implementation

[sdya's solution](#)

412.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: binary search, math, sortings

[sdya's solution](#)

413.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: games, math, number theory

[sdya's solution](#)

414.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: math

[sdya's solution](#)

415.

573B

[Bear and Blocks](#) · [Tutorial](#)

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

[sdya's solution](#)

416.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[sdya's solution](#)

417.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[sdya's solution](#)

418.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2015-07-04 · MS C++ (first AC) · Tags: greedy

[sdya's solution](#)

419.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: combinatorics, math

[sdya's solution](#)

420.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[sdya's solution](#)

421.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2015-04-20 · GNU C++11 (first AC) · Tags: brute force

[sdya's solution](#)

422.

314A

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

Quality: 2,173 global accepts · Rating: 1600 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

423.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2015-03-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[sdya's solution](#)

424.

524A

[A\\$>Ct=C&C&C>, C\\$K Ct=C 5D\\$5 DôBC,,E C'NCD5C"ð](#)

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

[sdya's solution](#)

425.

283A

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

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2015-03-19 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, implementation

[sdya's solution](#)

426.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2015-03-01 · GNU C++0x (first AC) · Tags: greedy, math
[sdya's solution](#)

427.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2015-02-28 · GNU C++0x (first AC) · Tags: bitmasks
[sdya's solution](#)

428.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,986 global accepts · Rating: 1600 · first AC: 2015-02-26 · GNU C++0x (first AC) · Tags: number theory
[sdya's solution](#)

429.

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: binary search, constructive algorithms, graphs, greedy
[sdya's solution](#)

430.

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, greedy, math
[sdya's solution](#)

431.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2015-02-08 · MS C++ (first AC) · Tags: constructive algorithms, data structures, implementation
[sdya's solution](#)

432.

167A

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

Quality: 2,186 global accepts · Rating: 1600 · first AC: 2015-02-04 · GNU C++0x (first AC) · Tags: implementation, math
[sdya's solution](#)

433.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, sortings
[sdya's solution](#)

434.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,126 global accepts · Rating: 1600 · first AC: 2015-01-29 · GNU C++0x (first AC) · Tags: math, number theory
[sdya's solution](#)

435.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2015-01-29 · GNU C++0x (first AC) · Tags: greedy
[sdya's solution](#)

436.

150B

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

Quality: 5,317 global accepts · Rating: 1600 · first AC: 2015-01-28 · GNU C++0x (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[sdya's solution](#)

437.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2015-01-21 · GNU C++0x (first AC) · Tags: brute force, math
[sdy's solution](#)

438.

138A

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

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2015-01-20 · GNU C++0x (first AC) · Tags: implementation
[sdy's solution](#)

439.

135B

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

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2015-01-14 · GNU C++0x (first AC) · Tags: brute force, geometry, math
[sdy's solution](#)

440.

95A

[Hockey](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1600 · first AC: 2015-01-02 · GNU C++0x (first AC) · Tags: implementation, strings
[sdy's solution](#)

441.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation, math
[sdy's solution](#)

442.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings
[sdy's solution](#)

443.

73A

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

Quality: 1,640 global accepts · Rating: 1600 · first AC: 2014-12-08 · GNU C++0x (first AC) · Tags: greedy, math
[sdy's solution](#)

444.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2014-12-07 · GNU C++0x (first AC) · Tags: expression parsing, greedy, strings
[sdy's solution](#)

445.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2014-12-06 · GNU C++0x (first AC) · Tags: binary search
[sdy's solution](#)

446.

57B

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

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: implementation
[sdy's solution](#)

447.

446A

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

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[sdya's solution](#)

448.

343B

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

Quality: 17,303 global accepts · Rating: 1600 · first AC: 2013-09-14 · MS C++ (first AC) · Tags: data structures, greedy, implementation

[sdya's solution](#)

449.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1600 · first AC: 2013-09-14 · MS C++ (first AC) · Tags: math, number theory

[sdya's solution](#)

450.

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: dfs and similar, dp

[sdya's solution](#)

451.

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: combinatorics, math, sortings

[sdya's solution](#)

452.

178C1

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 1600 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[sdya's solution](#)

453.

178B2

[Greedy Merchants](#) · [Tutorial](#)

Quality: 770 global accepts · Rating: 1600 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[sdya's solution](#)

454.

178B1

[Greedy Merchants](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 1600 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[sdya's solution](#)

455.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,448 global accepts · Rating: 1600 · first AC: 2011-01-14 · MS C++ (first AC) · Tags: brute force

[sdya's solution](#)

456.

36B

[Fractal](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1600 · first AC: 2011-01-12 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

457.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2011-01-12 · MS C++ (first AC) · Tags: dfs and similar, graphs

[sdya's solution](#)

458.

46C

[Hamsters and Tigers](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2011-01-10 · MS C++ (first AC) · Tags: two pointers

[sdya's solution](#)

459.

23B

[Party](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1600 · first AC: 2010-07-09 · last AC: 2010-07-10 · MS C++ (first AC) · Tags: constructive algorithms, graphs, math

[sdya's solution](#)

460.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1600 · first AC: 2010-04-26 · MS C++ (first AC) · Tags: math

[sdya's solution](#)

461.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2010-04-01 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

462.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,318 global accepts · Rating: 1600 · first AC: 2010-03-07 · MS C++ (first AC) · Tags: implementation, math

[sdya's solution](#)

463.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[sdya's solution](#)

464.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[sdya's solution](#)

465.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[sdya's solution](#)

466.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[sdya's solution](#)

467.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search

[sdya's solution](#)

468.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[sdya's solution](#)

469.

1129A1

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

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[sdy's solution](#)

470.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures
[sdy's solution](#)

471.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, probabilities, trees

[sdy's solution](#)

472.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2017-01-25 · MS C++ (first AC) · Tags: brute force, combinatorics, dp, math
[sdy's solution](#)

473.

756A

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

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar
[sdy's solution](#)

474.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2017-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[sdy's solution](#)

475.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[sdy's solution](#)

476.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2016-12-31 · MS C++ (first AC) · Tags: constructive algorithms, greedy, number theory
[sdy's solution](#)

477.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-12-13 · MS C++ (first AC) · Tags: binary search, greedy, hashing, implementation, sortings
[sdy's solution](#)

478.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2016-12-09 · MS C++ (first AC) · Tags: greedy, math
[sdy's solution](#)

479.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2016-12-04 · MS C++ (first AC) · Tags: bitmasks, brute force, implementation

[sdya's solution](#)

480.

406B

[Toy Sum](#) · [Tutorial](#)

Quality: 1700 · first AC: 2016-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[sdya's solution](#)

481.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures

[sdya's solution](#)

482.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: dp, math

[sdya's solution](#)

483.

35B

[Warehouse](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 1700 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

484.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: dp, greedy

[sdya's solution](#)

485.

168B

[Wizards and Minimal Spell](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 1700 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: implementation, strings

[sdya's solution](#)

486.

360A

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

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: greedy, implementation

[sdya's solution](#)

487.

590A

[Median Smoothing](#) · [Tutorial](#)

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

[sdya's solution](#)

488.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[sdya's solution](#)

489.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2015-04-27 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[sdya's solution](#)

490.

532C

[Board Game](#) · [Tutorial](#)

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

[sdya's solution](#)

491.

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2015-04-06 · GNU C++11 (first AC) · Tags: implementation, math

[sdya's solution](#)

492.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2015-03-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[sdya's solution](#)

493.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,661 global accepts · Rating: 1700 · first AC: 2015-03-28 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[sdya's solution](#)

494.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2015-03-25 · GNU C++11 (first AC) · Tags: implementation, math

[sdya's solution](#)

495.

524B

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

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

[sdya's solution](#)

496.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2015-03-19 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs

[sdya's solution](#)

497.

269B

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

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2015-03-01 · GNU C++0x (first AC) · Tags: dp

[sdya's solution](#)

498.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: binary search, data structures, graphs, shortest paths

[sdya's solution](#)

499.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,808 global accepts · Rating: 1700 · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: data structures, expression parsing, implementation

[sdya's solution](#)

500.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: dfs and similar, greedy

[sdya's solution](#)

501.

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2015-02-11 · GNU C++0x (first AC) · Tags: greedy

[sdya's solution](#)

502.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2015-02-08 · GNU C++0x (first AC) · Tags: brute force

[sdya's solution](#)

503.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,195 global accepts · Rating: 1700 · first AC: 2015-01-03 · GNU C++0x (first AC) · Tags: binary search, data structures, dp

[sdya's solution](#)

504.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: geometry

[sdya's solution](#)

505.

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2014-12-22 · GNU C++0x (first AC) · Tags: implementation

[sdya's solution](#)

506.

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: 1700 · first AC: 2014-12-04 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation

[sdya's solution](#)

507.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[sdya's solution](#)

508.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1700 · first AC: 2014-11-06 · MS C++ (first AC) · Tags: bitmasks, constructive algorithms

[sdya's solution](#)

509.

464A

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

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

[sdya's solution](#)

510.

458A

[Golden System](#) · [Tutorial](#)

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

[sdya's solution](#)

511.

316G1

[Good Substrings](#) · [Tutorial](#)

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

[sdya's solution](#)

512.

201A

[Clear Symmetry](#) · [Tutorial](#)

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

513.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2012-06-22 · GNU C++ (first AC) · Tags: implementation, math
[sdya's solution](#)

514.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, trees
[sdya's solution](#)

515.

176B

[Word Cut](#) · [Tutorial](#)

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

516.

164A

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

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

517.

163A

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

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

518.

161B

[Discounts](#) · [Tutorial](#)

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

519.

140A

[New Year Table](#) · [Tutorial](#)

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

520.

126B

[Password](#) · [Tutorial](#)

Quality: 24,771 global accepts · Rating: 1700 · first AC: 2011-11-09 · MS C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
[sdya's solution](#)

521.

106D

[Treasure Island](#) · [Tutorial](#)

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

522.

106C

[Buns](#) · [Tutorial](#)

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

523.

105A

[Transmigration](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 1700 · first AC: 2011-08-13 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

524.

98A

[Help Victoria the Wise](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 1700 · first AC: 2011-07-22 · MS C++ (first AC) · Tags: brute force, implementation

[sdya's solution](#)

525.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2011-05-04 · MS C++ (first AC) · Tags: greedy, math, sortings

[sdya's solution](#)

526.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2011-05-04 · MS C++ (first AC) · Tags: implementation, strings

[sdya's solution](#)

527.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1700 · first AC: 2010-11-06 · MS C++ (first AC) · Tags: dp

[sdya's solution](#)

528.

30B

[Codeforces World Finals](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 1700 · first AC: 2010-09-24 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

529.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2010-06-18 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

530.

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2010-06-16 · MS C++ (first AC) · Tags: brute force, math

[sdya's solution](#)

531.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2010-05-19 · MS C++ (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[sdya's solution](#)

532.

4D

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

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2010-03-13 · MS C++ (first AC) · Tags: dp, sortings

[sdya's solution](#)

533.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[sdya's solution](#)

534.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[sdya's solution](#)

535.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[sdya's solution](#)

536.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[sdya's solution](#)

537.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2017-01-26 · MS C++ (first AC) · Tags: chinese remainder theorem, math, number theory

[sdya's solution](#)

538.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2017-01-24 · MS C++ (first AC) · Tags: dp, geometry, greedy, implementation

[sdya's solution](#)

539.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2017-01-23 · MS C++ (first AC) · Tags: dp, implementation, strings

[sdya's solution](#)

540.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2017-01-20 · MS C++ (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

[sdya's solution](#)

541.

603B

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

Quality: 2,711 global accepts · Rating: 1800 · first AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[sdya's solution](#)

542.

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[sdya's solution](#)

543.

528B

[Cliques Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-12-24 · MS C++ (first AC) · Tags: dp, greedy

[sdya's solution](#)

544.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[sdya's solution](#)

545.

482B

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

Quality: 7,730 global accepts · Rating: 1800 · first AC: 2016-12-15 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, trees
[sdya's solution](#)

546.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,112 global accepts · Rating: 1800 · first AC: 2016-12-04 · MS C++ (first AC) · Tags: greedy, math, probabilities
[sdya's solution](#)

547.

434A

[Ryouko's Memory Note](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-12-02 · GNU C++11 (first AC) · Tags: math, sortings
[sdya's solution](#)

548.

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-11-18 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory
[sdya's solution](#)

549.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: data structures, greedy
[sdya's solution](#)

550.

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation
[sdya's solution](#)

551.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities
[sdya's solution](#)

552.

252B

[Unsorting Array](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 1800 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: brute force, sortings
[sdya's solution](#)

553.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2015-10-19 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math
[sdya's solution](#)

554.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2015-07-04 · MS C++ (first AC) · Tags: greedy
[sdya's solution](#)

555.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp

[sdy's solution](#)

556.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[sdy's solution](#)

557.

533E

[Correcting Mistakes](#) · [Tutorial](#)

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[sdy's solution](#)

558.

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2015-04-02 · GNU C++11 (first AC) · Tags: constructive algorithms

[sdy's solution](#)

559.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: data structures, implementation, two pointers

[sdy's solution](#)

560.

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-02-28 · MS C++ (first AC) · Tags: binary search, brute force, math

[sdy's solution](#)

561.

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2015-02-27 · GNU C++0x (first AC) · Tags: constructive algorithms

[sdy's solution](#)

562.

220B

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

Quality: 12,890 global accepts · Rating: 1800 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures

[sdy's solution](#)

563.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2015-02-11 · GNU C++0x (first AC) · Tags: dp, shortest paths

[sdy's solution](#)

564.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2015-02-09 · GNU C++0x (first AC) · Tags: math, ternary search

[sdy's solution](#)

565.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-

middle

[sdy's solution](#)

566.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math

[sdy's solution](#)

567.

167B

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Quality: 2,452 global accepts · Rating: 1800 · first AC: 2015-02-04 · GNU C++0x (first AC) · Tags: dp, math, probabilities

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568.

145B

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Quality: 2,422 global accepts · Rating: 1800 · first AC: 2015-01-26 · GNU C++0x (first AC) · Tags: constructive algorithms

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569.

142B

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Quality: 2,405 global accepts · Rating: 1800 · first AC: 2015-01-21 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation

[sdy's solution](#)

570.

132C

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Quality: 2,647 global accepts · Rating: 1800 · first AC: 2015-01-13 · GNU C++0x (first AC) · Tags: dp

[sdy's solution](#)

571.

117B

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Quality: 1,743 global accepts · Rating: 1800 · first AC: 2015-01-07 · GNU C++0x (first AC) · Tags: brute force, number theory

[sdy's solution](#)

572.

123B

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Quality: 1,307 global accepts · Rating: 1800 · first AC: 2015-01-06 · GNU C++0x (first AC) · Tags: math

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573.

95B

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574.

83B

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Quality: 1,892 global accepts · Rating: 1800 · first AC: 2014-12-21 · GNU C++0x (first AC) · Tags: binary search, math, sortings

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575.

79C

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Quality: 2,111 global accepts · Rating: 1800 · first AC: 2014-12-18 · GNU C++0x (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[sdy's solution](#)

576.

77B

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Quality: 2,867 global accepts · Rating: 1800 · first AC: 2014-12-14 · GNU C++0x (first AC) · Tags: math, probabilities
[sdy's solution](#)

577.

73C

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Quality: 2,488 global accepts · Rating: 1800 · first AC: 2014-12-08 · GNU C++0x (first AC) · Tags: dp
[sdy's solution](#)

578.

65A

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Quality: 2,015 global accepts · Rating: 1800 · first AC: 2014-12-04 · GNU C++0x (first AC) · Tags: implementation, math
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579.

452B

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Quality: 2,118 global accepts · Rating: 1800 · first AC: 2014-07-27 · MS C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees
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580.

436C

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Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · MS C++ (first AC) · Tags: dsu, graphs, greedy, trees
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581.

274B

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Quality: 5,571 global accepts · Rating: 1800 · first AC: 2013-09-14 · MS C++ (first AC) · Tags: dfs and similar, dp, greedy, trees
[sdy's solution](#)

582.

201B

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Quality: 1,392 global accepts · Rating: 1800 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: math, ternary search
[sdy's solution](#)

583.

178F1

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

Quality: 459 global accepts · Rating: 1800 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —
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584.

178B3

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Quality: 1,525 global accepts · Rating: 1800 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —
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585.

173B

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Quality: 3,990 global accepts · Rating: 1800 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths
[sdy's solution](#)

586.

161D

[Distance in Tree](#) · [Tutorial](#)

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[sdy's solution](#)

587.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: binary search, data structures, greedy
[sdy's solution](#)

588.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: greedy, sortings
[sdy's solution](#)

589.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: brute force, greedy, implementation
[sdy's solution](#)

590.

105B

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Quality: 906 global accepts · Rating: 1800 · first AC: 2011-08-13 · MS C++ (first AC) · Tags: brute force, probabilities
[sdy's solution](#)

591.

89A

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Quality: 1,613 global accepts · Rating: 1800 · first AC: 2011-06-16 · MS C++ (first AC) · Tags: greedy
[sdy's solution](#)

592.

87B

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Quality: 1,265 global accepts · Rating: 1800 · first AC: 2011-06-07 · MS C++ (first AC) · Tags: implementation, strings
[sdy's solution](#)

593.

62B

[Tyndex.Brome](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 1800 · first AC: 2011-02-25 · MS C++ (first AC) · Tags: binary search, implementation
[sdy's solution](#)

594.

54B

[Cutting Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 1800 · first AC: 2011-01-11 · MS C++ (first AC) · Tags: hashing, implementation
[sdy's solution](#)

595.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

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[sdy's solution](#)

596.

44D

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Quality: 800 global accepts · Rating: 1800 · first AC: 2010-11-06 · MS C++ (first AC) · Tags: math
[sdy's solution](#)

597.

37B

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598.

33B

[String Problem](#) · [Tutorial](#)

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[sdya's solution](#)

599.

33C

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[sdya's solution](#)

600.

30C

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[sdya's solution](#)

601.

24C

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Quality: 1,448 global accepts · Rating: 1800 · first AC: 2010-07-26 · MS C++ (first AC) · Tags: geometry, implementation, math
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602.

16C

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Quality: 5,418 global accepts · Rating: 1800 · first AC: 2010-06-03 · MS C++ (first AC) · Tags: binary search, number theory
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603.

15B

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604.

7C

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[sdya's solution](#)

605.

3C

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[sdya's solution](#)

606.

1495B

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607.

1819B

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608.

1785B

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Rating: 1900 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[sdya's solution](#)

609.

1799D1

[Hot Start Up \(easy version\) · Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-28 · last AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dp
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610.

1696D

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Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths
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611.

1479B1

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612.

865B

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613.

687C

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614.

685B

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[sdya's solution](#)

615.

650B

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Quality: 3,491 global accepts · Rating: 1900 · first AC: 2017-01-19 · MS C++ (first AC) · Tags: binary search, brute force, dp, two pointers
[sdya's solution](#)

616.

613B

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617.

613A

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Quality: 3,429 global accepts · Rating: 1900 · first AC: 2017-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search
[sdya's solution](#)

618.

607B

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Quality: 16,316 global accepts · Rating: 1900 · first AC: 2017-01-17 · MS C++ (first AC) · Tags: dp
[sdya's solution](#)

619.

582B

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620.

750D

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Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · MS C++ (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation
[sdy's solution](#)

621.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2016-12-28 · MS C++ (first AC) · Tags: combinatorics, dp, math
[sdy's solution](#)

622.

553B

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Quality: 2,265 global accepts · Rating: 1900 · first AC: 2016-12-26 · MS C++ (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math
[sdy's solution](#)

623.

547B

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Quality: 10,899 global accepts · Rating: 1900 · first AC: 2016-12-25 · MS C++ (first AC) · Tags: binary search, data structures, dp, dsu
[sdy's solution](#)

624.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-12-22 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[sdy's solution](#)

625.

744B

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[sdy's solution](#)

626.

480C

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[sdy's solution](#)

627.

477B

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Rating: 1900 · first AC: 2016-12-12 · MS C++ (first AC) · Tags: math
[sdy's solution](#)

628.

438B

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Rating: 1900 · first AC: 2016-12-03 · MS C++ (first AC) · Tags: dp, dsu, sortings
[sdy's solution](#)

629.

388B

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implementation, math

[sdya's solution](#)

630.

377B

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Quality: 2,448 global accepts · Rating: 1900 · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[sdya's solution](#)

631.

372B

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[sdya's solution](#)

632.

367B

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[sdya's solution](#)

633.

356B

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634.

351B

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635.

562D

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[sdya's solution](#)

636.

536B

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Rating: 1900 · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[sdya's solution](#)

637.

536A

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Rating: 1900 · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: binary search, greedy, math

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638.

549D

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639.

319B

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640.

321B

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641.

524C

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642.

258B

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643.

232B

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644.

229C

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645.

226B

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[sdya's solution](#)

646.

223C

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Quality: 1,755 global accepts · Rating: 1900 · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: combinatorics, math, number theory

[sdya's solution](#)

647.

223B

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Quality: 2,034 global accepts · Rating: 1900 · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: data structures, dp, strings

[sdya's solution](#)

648.

213B

[Numbers](#) · [Tutorial](#)

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[sdya's solution](#)

649.

191C

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[sdya's solution](#)

650.

512B

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Rating: 1900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[sdya's solution](#)

651.

138B

[Digits Permutations](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 1900 · first AC: 2015-01-20 · GNU C++0x (first AC) · Tags: greedy

[sdya's solution](#)

652.

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: dp

[sdya's solution](#)

653.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2015-01-14 · GNU C++0x (first AC) · Tags: constructive algorithms, games, greedy

[sdya's solution](#)

654.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2015-01-10 · GNU C++0x (first AC) · Tags: brute force, combinatorics, number theory

[sdya's solution](#)

655.

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2015-01-05 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation, sortings

[sdya's solution](#)

656.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,388 global accepts · Rating: 1900 · first AC: 2015-01-02 · GNU C++0x (first AC) · Tags: shortest paths

[sdya's solution](#)

657.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[sdya's solution](#)

658.

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2014-12-22 · GNU C++0x (first AC) · Tags: greedy

[sdya's solution](#)

659.

57C

[Array](#) · [Tutorial](#)

Quality: 4,008 global accepts · Rating: 1900 · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: combinatorics, math

[sdya's solution](#)

660.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · last AC: 2014-09-28 · MS C++ (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[sdya's solution](#)

661.

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-10 · MS C++ (first AC) · Tags: greedy

[sdya's solution](#)

662.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,853 global accepts · Rating: 1900 · first AC: 2014-08-08 · MS C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[sdya's solution](#)

663.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · MS C++ (first AC) · Tags: greedy, implementation

[sdya's solution](#)

664.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-14 · MS C++ (first AC) · Tags: binary search, greedy, two pointers

[sdya's solution](#)

665.

178E1

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 1900 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[sdya's solution](#)

666.

178C2

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 1900 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[sdya's solution](#)

667.

178D2

[Magic Squares](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 1900 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[sdya's solution](#)

668.

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2012-04-06 · MS C++ (first AC) · Tags: brute force, dp

[sdya's solution](#)

669.

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-03 · MS C++ (first AC) · Tags: *special, dp, sortings

[sdya's solution](#)

670.

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2011-11-09 · MS C++ (first AC) · Tags: binary search, brute force, math

[sdya's solution](#)

671.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,128 global accepts · Rating: 1900 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: dp, dsu, trees

[sdya's solution](#)

672.

109B

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

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: brute force, probabilities

[sdya's solution](#)

673.

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2011-08-07 · MS C++ (first AC) · Tags: constructive algorithms, greedy
[sdya's solution](#)

674.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2011-01-14 · MS C++ (first AC) · Tags: games
[sdya's solution](#)

675.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2011-01-09 · MS C++ (first AC) · Tags: binary search, data structures, dsu, trees, two pointers
[sdya's solution](#)

676.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,157 global accepts · Rating: 1900 · first AC: 2010-10-25 · last AC: 2010-10-25 · MS C++ (first AC) · Tags: data structures, greedy, trees
[sdya's solution](#)

677.

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2010-06-28 · MS C++ (first AC) · Tags: implementation, strings
[sdya's solution](#)

678.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2010-06-24 · MS C++ (first AC) · Tags: dp
[sdya's solution](#)

679.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,894 global accepts · Rating: 1900 · first AC: 2010-06-18 · MS C++ (first AC) · Tags: graphs, shortest paths
[sdya's solution](#)

680.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2010-06-03 · MS C++ (first AC) · Tags: implementation, strings
[sdya's solution](#)

681.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,543 global accepts · Rating: 1900 · first AC: 2010-06-03 · MS C++ (first AC) · Tags: bitmasks, dp, probabilities
[sdya's solution](#)

682.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2010-05-19 · MS C++ (first AC) · Tags: dp
[sdya's solution](#)

683.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2010-05-19 · MS C++ (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers
[sdya's solution](#)

684.

5C

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

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2010-03-20 · last AC: 2010-03-25 · MS C++ (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[sdya's solution](#)

685.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1900 · first AC: 2010-03-07 · MS C++ (first AC) · Tags: greedy, sortings

[sdya's solution](#)

686.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[sdya's solution](#)

687.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[sdya's solution](#)

688.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-26 · last AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[sdya's solution](#)

689.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[sdya's solution](#)

690.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2017-01-24 · MS C++ (first AC) · Tags: binary search, greedy

[sdya's solution](#)

691.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2017-01-23 · MS C++ (first AC) · Tags: graphs, shortest paths

[sdya's solution](#)

692.

663B

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

Rating: 2000 · first AC: 2017-01-20 · MS C++ (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[sdya's solution](#)

693.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[sdya's solution](#)

694.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2016-12-28 · MS C++ (first AC) · Tags: graphs, greedy, shortest paths
[sdy's solution](#)

695.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2016-12-27 · MS C++ (first AC) · Tags: data structures, greedy, sortings
[sdy's solution](#)

696.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-12-24 · GNU C++11 (first AC) · Tags: data structures, graph matchings, greedy, implementation
[sdy's solution](#)

697.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-12-23 · MS C++ (first AC) · Tags: binary search, data structures, math
[sdy's solution](#)

698.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, two pointers
[sdy's solution](#)

699.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2000 · first AC: 2016-12-10 · MS C++ (first AC) · Tags: bitmasks, brute force, dp
[sdy's solution](#)

700.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,596 global accepts · Rating: 2000 · first AC: 2016-12-09 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths
[sdy's solution](#)

701.

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-12-02 · GNU C++11 (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers
[sdy's solution](#)

702.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures
[sdy's solution](#)

703.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: games, greedy, sortings
[sdy's solution](#)

704.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
[sdy's solution](#)

705.

380C

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

Quality: 19,780 global accepts · Rating: 2000 · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: data structures, schedules
[sdy's solution](#)

706.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: graphs, greedy, sortings
[sdy's solution](#)

707.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: bitmasks, dp
[sdy's solution](#)

708.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: binary search, dp
[sdy's solution](#)

709.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: dp, strings
[sdy's solution](#)

710.

341C

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

Rating: 2000 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[sdy's solution](#)

711.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[sdy's solution](#)

712.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[sdy's solution](#)

713.

541C

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

Rating: 2000 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —
[sdy's solution](#)

714.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2015-04-20 · GNU C++11 (first AC) · Tags: brute force, implementation
[sdy's solution](#)

715.

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —
[sdy's solution](#)

716.

314C

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

Quality: 2,004 global accepts · Rating: 2000 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: data structures, dp

[sdya's solution](#)

717.

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, strings

[sdya's solution](#)

718.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: geometry

[sdya's solution](#)

719.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, data structures

[sdya's solution](#)

720.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2015-03-01 · GNU C++0x (first AC) · Tags: binary search, combinatorics, dp, math

[sdya's solution](#)

721.

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2015-02-28 · GNU C++0x (first AC) · Tags: graphs, sortings

[sdya's solution](#)

722.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2015-02-26 · GNU C++0x (first AC) · Tags: dp, math, probabilities

[sdya's solution](#)

723.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: dp

[sdya's solution](#)

724.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: math, probabilities

[sdya's solution](#)

725.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2015-02-11 · GNU C++0x (first AC) · Tags: dfs and similar, dsu

[sdya's solution](#)

726.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2015-02-08 · GNU C++0x (first AC) · Tags: combinatorics, dp

[sdya's solution](#)

727.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, probabilities

[sdya's solution](#)

728.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2015-01-11 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

[sdya's solution](#)

729.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2015-01-11 · GNU C++0x (first AC) · Tags: combinatorics, dp

[sdya's solution](#)

730.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2015-01-07 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[sdya's solution](#)

731.

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2015-01-05 · GNU C++0x (first AC) · Tags: dp

[sdya's solution](#)

732.

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2015-01-03 · GNU C++0x (first AC) · Tags: implementation, math

[sdya's solution](#)

733.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: dp, strings

[sdya's solution](#)

734.

73B

[Need For Brake](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2000 · first AC: 2014-12-08 · GNU C++0x (first AC) · Tags: binary search, greedy, sortings

[sdya's solution](#)

735.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2014-10-05 · MS C++ (first AC) · Tags: brute force, data structures, math

[sdya's solution](#)

736.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[sdya's solution](#)

737.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-08 · MS C++ (first AC) · Tags: brute force, geometry

[sdya's solution](#)

738.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2014-08-26 · MS C++ (first AC) · Tags: dfs and similar, dp, trees

[sdya's solution](#)

739.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2013-01-20 · MS C++ (first AC) · Tags: dp

[sdya's solution](#)

740.

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2012-12-13 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[sdya's solution](#)

741.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: dp

[sdya's solution](#)

742.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[sdya's solution](#)

743.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: brute force

[sdya's solution](#)

744.

178E2

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2000 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[sdya's solution](#)

745.

178C3

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2000 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[sdya's solution](#)

746.

176C

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

Quality: 534 global accepts · Rating: 2000 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms

[sdya's solution](#)

747.

164B

[Ancient Berland Hieroglyphs](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2000 · first AC: 2012-04-08 · last AC: 2012-04-09 · MS C++ (first AC) · Tags: two pointers

[sdya's solution](#)

748.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2012-03-25 · MS C++ (first AC) · Tags: binary search

[sdya's solution](#)

749.

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2011-11-09 · last AC: 2011-11-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[sdya's solution](#)

750.

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[sdya's solution](#)

751.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2011-06-07 · MS C++ (first AC) · Tags: dp, games, math

[sdya's solution](#)

752.

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2000 · first AC: 2011-01-11 · MS C++ (first AC) · Tags: dp, math, probabilities

[sdya's solution](#)

753.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2011-01-07 · MS C++ (first AC) · Tags: dp, math

[sdya's solution](#)

754.

44J

[Triminoes](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2000 · first AC: 2010-11-06 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[sdya's solution](#)

755.

39A

[C*++ Calculations](#) · [Tutorial](#)

Quality: 794 global accepts · Rating: 2000 · first AC: 2010-10-24 · MS C++ (first AC) · Tags: expression parsing, greedy

[sdya's solution](#)

756.

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2010-10-24 · MS C++ (first AC) · Tags: dp, games

[sdya's solution](#)

757.

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2010-10-07 · MS C++ (first AC) · Tags: geometry, graphs, shortest paths, sortings

[sdya's solution](#)

758.

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2010-06-28 · MS C++ (first AC) · Tags: implementation, math

[sdya's solution](#)

759.

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,539 global accepts · Rating: 2000 · first AC: 2010-06-28 · MS C++ (first AC) · Tags: binary search, dp, sortings

[sdya's solution](#)

760.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2010-06-18 · MS C++ (first AC) · Tags: math

[sdya's solution](#)

761.

18D

[Seller Bob](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2000 · first AC: 2010-06-16 · MS C++ (first AC) · Tags: brute force, dp, greedy

[sdya's solution](#)

762.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2000 · first AC: 2010-06-16 · MS C++ (first AC) · Tags: dp

[sdya's solution](#)

763.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,838 global accepts · Rating: 2000 · first AC: 2010-05-29 · MS C++ (first AC) · Tags: games

[sdya's solution](#)

764.

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2010-05-06 · MS C++ (first AC) · Tags: geometry, implementation

[sdya's solution](#)

765.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2000 · first AC: 2010-04-15 · MS C++ (first AC) · Tags: number theory

[sdya's solution](#)

766.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[sdya's solution](#)

767.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-03-04 · last AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[sdya's solution](#)

768.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[sdya's solution](#)

769.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[sdya's solution](#)

770.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[sdya's solution](#)

771.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[sdya's solution](#)

772.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, trees

[sdya's solution](#)

773.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2017-01-25 · MS C++ (first AC) · Tags: binary search, hashing, strings, two pointers

[sdya's solution](#)

774.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2017-01-07 · MS C++ (first AC) · Tags: data structures, math

[sdya's solution](#)

775.

497C

[Distributing Parts](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-12-22 · MS C++ (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[sdya's solution](#)

776.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer

[sdya's solution](#)

777.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: data structures, dp, math

[sdya's solution](#)

778.

35E

[Parade](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2100 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: data structures, sortings

[sdya's solution](#)

779.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[sdya's solution](#)

780.

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2015-10-24 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[sdya's solution](#)

781.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[sdya's solution](#)

782.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: dp

[sdya's solution](#)

783.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: dfs and similar, number theory, trees

[sdya's solution](#)

784.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: brute force, geometry

[sdya's solution](#)

785.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[sdya's solution](#)

786.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[sdya's solution](#)

787.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math

[sdya's solution](#)

788.

333D

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

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[sdya's solution](#)

789.

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: binary search, math

[sdya's solution](#)

790.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-07 · last AC: 2015-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[sdya's solution](#)

791.

541F

[Quest](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[sdya's solution](#)

792.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: dp, geometry

[sdya's solution](#)

793.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2015-04-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[sdya's solution](#)

794.

301B

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

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2015-04-02 · GNU C++11 (first AC) · Tags: binary search, graphs, shortest paths

[sdya's solution](#)

795.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2015-03-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[sdya's solution](#)

796.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2015-03-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[sdya's solution](#)

797.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: greedy, two pointers

[sdya's solution](#)

798.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2015-03-19 · GNU C++0x (first AC) · Tags: dp

[sdya's solution](#)

799.

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation

[sdya's solution](#)

800.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2015-03-01 · GNU C++0x (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[sdya's solution](#)

801.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2015-02-27 · GNU C++0x (first AC) · Tags: dfs and similar, dp, greedy, trees

[sdya's solution](#)

802.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: dp, greedy, two pointers

[sdya's solution](#)

803.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2015-02-22 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy
[sdya's solution](#)

804.

220C

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

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: data structures
[sdya's solution](#)

805.

217B

[Blackboard Fibonacci](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2015-02-16 · GNU C++0x (first AC) · Tags: brute force, math
[sdya's solution](#)

806.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2015-01-26 · GNU C++0x (first AC) · Tags: combinatorics, dp, math
[sdya's solution](#)

807.

132D

[Constants in the language of Shakespeare](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2100 · first AC: 2015-01-13 · GNU C++0x (first AC) · Tags: constructive algorithms, dp, greedy
[sdya's solution](#)

808.

132B

[Piet](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2100 · first AC: 2015-01-13 · GNU C++0x (first AC) · Tags: implementation
[sdya's solution](#)

809.

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2015-01-11 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings
[sdya's solution](#)

810.

498C

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

Quality: 4,190 global accepts · Rating: 2100 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: flows, graph matchings, number theory
[sdya's solution](#)

811.

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2014-12-14 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees
[sdya's solution](#)

812.

74C

[Chessboard Billiard](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2100 · first AC: 2014-12-10 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, number theory
[sdya's solution](#)

813.

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2014-12-04 · GNU C++0x (first AC) · Tags: binary search, geometry
[sdya's solution](#)

814.

60C

[Mushroom Strife](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2100 · first AC: 2014-12-03 · GNU C++ (first AC) · Tags: brute force, dfs and similar
[sdy's solution](#)

815.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2014-11-06 · MS C++ (first AC) · Tags: binary search, math, sortings, two pointers
[sdy's solution](#)

816.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-07 · MS C++ (first AC) · Tags: dp
[sdy's solution](#)

817.

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-10 · MS C++ (first AC) · Tags: data structures, ternary search
[sdy's solution](#)

818.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 2100 · first AC: 2014-08-08 · MS C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees
[sdy's solution](#)

819.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities
[sdy's solution](#)

820.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2013-09-14 · MS C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees
[sdy's solution](#)

821.

268E

[Playlist](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 2100 · first AC: 2013-01-31 · MS C++ (first AC) · Tags: math, probabilities, sortings
[sdy's solution](#)

822.

178D3

[Magic Squares](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2100 · first AC: 2012-04-28 · last AC: 2012-04-28 · GNU C++ (first AC) · Tags: —
[sdy's solution](#)

823.

163C

[Conveyor](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2100 · first AC: 2012-03-25 · MS C++ (first AC) · Tags: sortings, two pointers
[sdy's solution](#)

824.

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2011-08-19 · last AC: 2011-08-19 · GNU C++ (first AC) · Tags: geometry, ternary search
[sdy's solution](#)

825.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2011-08-07 · MS C++ (first AC) · Tags: brute force, data structures, sortings
[sdy's solution](#)

826.

81D

[Polycarp's Picture Gallery](#) · [Tutorial](#)

Quality: 805 global accepts · Rating: 2100 · first AC: 2011-05-04 · MS C++ (first AC) · Tags: constructive algorithms, greedy
[sdy's solution](#)

827.

54D

[Writing a Song](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2100 · first AC: 2011-01-11 · MS C++ (first AC) · Tags: brute force, dp, strings
[sdy's solution](#)

828.

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2010-10-24 · MS C++ (first AC) · Tags: dp, sortings
[sdy's solution](#)

829.

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2010-03-20 · last AC: 2010-03-25 · MS C++ (first AC) · Tags: implementation, math
[sdy's solution](#)

830.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 2100 · first AC: 2010-03-07 · MS C++ (first AC) · Tags: geometry, math
[sdy's solution](#)

831.

1785C

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

Rating: 2200 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[sdy's solution](#)

832.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2017-01-25 · MS C++ (first AC) · Tags: binary search, data structures
[sdy's solution](#)

833.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-22 · MS C++ (first AC) · Tags: data structures
[sdy's solution](#)

834.

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-01-20 · MS C++ (first AC) · Tags: dfs and similar, graphs
[sdy's solution](#)

835.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2017-01-19 · MS C++ (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[sdy's solution](#)

836.

603C

[Lieves of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[sdy's solution](#)

837.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2016-12-27 · MS C++ (first AC) · Tags: data structures
[sdy's solution](#)

838.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2016-12-26 · MS C++ (first AC) · Tags: dfs and similar, dsu, graphs
[sdy's solution](#)

839.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2016-12-25 · MS C++ (first AC) · Tags: brute force, greedy, implementation, math
[sdy's solution](#)

840.

477C

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

Rating: 2200 · first AC: 2016-12-12 · MS C++ (first AC) · Tags: dp
[sdy's solution](#)

841.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2016-12-10 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[sdy's solution](#)

842.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry
[sdy's solution](#)

843.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2016-11-25 · GNU C++11 (first AC) · Tags: bitmasks, greedy
[sdy's solution](#)

844.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-11-18 · GNU C++11 (first AC) · Tags: graphs, math
[sdy's solution](#)

845.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: binary search, dp, greedy
[sdy's solution](#)

846.

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: hashing, implementation, math
[sdy's solution](#)

847.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-02-29 · MS C++ (first AC) · Tags: data structures, divide and conquer, greedy
[sdy's solution](#)

848.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: bitmasks, dp, games
[sdy's solution](#)

849.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: dp, greedy
[sdy's solution](#)

850.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,555 global accepts · Rating: 2200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[sdy's solution](#)

851.

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp
[sdy's solution](#)

852.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2015-10-19 · GNU C++11 (first AC) · Tags: greedy
[sdy's solution](#)

853.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2200 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures, trees
[sdy's solution](#)

854.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: greedy, math
[sdy's solution](#)

855.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[sdy's solution](#)

856.

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: brute force, dp, number theory
[sdy's solution](#)

857.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
[sdy's solution](#)

858.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: games

[sdya's solution](#)

859.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[sdya's solution](#)

860.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[sdya's solution](#)

861.

301D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2015-04-02 · GNU C++11 (first AC) · Tags: data structures

[sdya's solution](#)

862.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2015-03-23 · GNU C++11 (first AC) · Tags: implementation

[sdya's solution](#)

863.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: implementation, math, probabilities, trees

[sdya's solution](#)

864.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, number theory

[sdya's solution](#)

865.

256C

[Furlo and Rublo and Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-02-28 · MS C++ (first AC) · Tags: games

[sdya's solution](#)

866.

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2015-02-28 · GNU C++0x (first AC) · Tags: dfs and similar, implementation

[sdya's solution](#)

867.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2015-02-11 · GNU C++0x (first AC) · Tags: binary search, data structures, trees

[sdya's solution](#)

868.

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2015-01-28 · GNU C++0x (first AC) · Tags: data structures, math, probabilities

[sdya's solution](#)

869.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2015-01-20 · last AC: 2015-01-20 · GNU C++0x (first AC) · Tags: binary search, data structures, probabilities, sortings

[sdy'a's solution](#)

870.

506B

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[sdy'a's solution](#)

871.

115C

[Plumber](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2200 · first AC: 2015-01-04 · GNU C++0x (first AC) · Tags: math

[sdy'a's solution](#)

872.

73D

[FreeDiv](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2200 · first AC: 2014-12-08 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy

[sdy'a's solution](#)

873.

70C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2014-12-07 · GNU C++0x (first AC) · Tags: binary search, data structures, sortings, two pointers

[sdy'a's solution](#)

874.

68C

[Synchrotron](#) · [Tutorial](#)

Quality: 353 global accepts · Rating: 2200 · first AC: 2014-12-06 · GNU C++0x (first AC) · Tags: brute force

[sdy'a's solution](#)

875.

65D

[Harry Potter and the Sorting Hat](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2200 · first AC: 2014-12-04 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, hashing

[sdy'a's solution](#)

876.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-08-26 · MS C++ (first AC) · Tags: data structures, implementation

[sdy'a's solution](#)

877.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2013-09-14 · MS C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[sdy'a's solution](#)

878.

316F1

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: dfs and similar, implementation

[sdy'a's solution](#)

879.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2012-06-12 · last AC: 2012-06-12 · GNU C++ (first AC) · Tags: constructive algorithms,

divide and conquer, geometry, sortings, trees

[sdya's solution](#)

880.

178F2

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

Quality: 384 global accepts · Rating: 2200 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: dp, sortings, strings

[sdya's solution](#)

881.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2011-09-08 · GNU C++ (first AC) · Tags: brute force, math, number theory

[sdya's solution](#)

882.

105C

[Item World](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2200 · first AC: 2011-08-13 · MS C++ (first AC) · Tags: brute force, implementation, sortings

[sdya's solution](#)

883.

85C

[Petya and Tree](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2200 · first AC: 2011-05-20 · MS C++ (first AC) · Tags: binary search, dfs and similar, probabilities, sortings, trees

[sdya's solution](#)

884.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2010-06-24 · MS C++ (first AC) · Tags: greedy, hashing, string suffix structures

[sdya's solution](#)

885.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2010-05-06 · MS C++ (first AC) · Tags: dp, sortings

[sdya's solution](#)

886.

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2010-04-26 · MS C++ (first AC) · Tags: implementation

[sdya's solution](#)

887.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2010-04-26 · MS C++ (first AC) · Tags: bitmasks, dp, graphs

[sdya's solution](#)

888.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2010-04-01 · MS C++ (first AC) · Tags: hashing, strings

[sdya's solution](#)

889.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[sdya's solution](#)

890.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[sdya's solution](#)

891.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[sdya's solution](#)

892.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[sdya's solution](#)

893.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2017-01-25 · MS C++ (first AC) · Tags: dp, greedy, implementation

[sdya's solution](#)

894.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2017-01-07 · MS C++ (first AC) · Tags: dp, math, probabilities

[sdya's solution](#)

895.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2017-01-04 · MS C++ (first AC) · Tags: brute force, greedy, implementation, two pointers

[sdya's solution](#)

896.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: meet-in-the-middle

[sdya's solution](#)

897.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2016-12-26 · MS C++ (first AC) · Tags: binary search, graphs, greedy

[sdya's solution](#)

898.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2016-12-25 · MS C++ (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[sdya's solution](#)

899.

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-12-24 · MS C++ (first AC) · Tags: data structures

[sdya's solution](#)

900.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[sdya's solution](#)

901.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2016-12-05 · MS C++ (first AC) · Tags: probabilities

[sdya's solution](#)

902.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2016-12-03 · MS C++ (first AC) · Tags: data structures, math

[sdya's solution](#)

903.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[sdya's solution](#)

904.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2016-11-25 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing

[sdya's solution](#)

905.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2016-11-25 · GNU C++11 (first AC) · Tags: data structures, dp

[sdya's solution](#)

906.

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[sdya's solution](#)

907.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[sdya's solution](#)

908.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2016-11-18 · GNU C++11 (first AC) · Tags: combinatorics, dp

[sdya's solution](#)

909.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: dp

[sdya's solution](#)

910.

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: brute force, number theory

[sdya's solution](#)

911.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dp

[sdya's solution](#)

912.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[sdya's solution](#)

913.

562F

[Matching Names](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[sdya's solution](#)

914.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[sdya's solution](#)

915.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp, trees

[sdya's solution](#)

916.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2015-04-20 · GNU C++11 (first AC) · Tags: dp, games

[sdya's solution](#)

917.

213D

[Stars](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: constructive algorithms, geometry

[sdya's solution](#)

918.

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2015-02-04 · GNU C++0x (first AC) · Tags: games, math

[sdya's solution](#)

919.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: flows, graph matchings

[sdya's solution](#)

920.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2015-01-29 · GNU C++0x (first AC) · Tags: graphs, hashing, sortings

[sdya's solution](#)

921.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2015-01-21 · MS C++ (first AC) · Tags: brute force, dp

[sdya's solution](#)

922.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2015-01-06 · GNU C++0x (first AC) · Tags: string suffix structures

[sdya's solution](#)

923.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2015-01-06 · GNU C++0x (first AC) · Tags: combinatorics, dp, greedy

[sdya's solution](#)

924.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2015-01-03 · GNU C++0x (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[sdya's solution](#)

925.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: data structures, dp, dsu

[sdya's solution](#)

926.

77D

[Domino Carpet](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2014-12-14 · GNU C++0x (first AC) · Tags: dp, implementation

[sdya's solution](#)

927.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: binary search, dp

[sdya's solution](#)

928.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2014-09-19 · last AC: 2014-09-19 · GNU C++0x (first AC) · Tags: data structures, dp, greedy

[sdya's solution](#)

929.

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: data structures, math

[sdya's solution](#)

930.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: data structures, math

[sdya's solution](#)

931.

316F2

[Suns and Rays](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 2300 · first AC: 2013-06-12 · last AC: 2013-06-12 · MS C++ (first AC) · Tags: —

[sdya's solution](#)

932.

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: brute force, dp

[sdya's solution](#)

933.

178E3

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 2300 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[sdya's solution](#)

934.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: dp, math

[sdya's solution](#)

935.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2011-07-15 · MS C++ (first AC) · Tags: constructive algorithms, divide and conquer

[sdya's solution](#)

936.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2011-06-20 · MS C++ (first AC) · Tags: combinatorics, dsu, graphs

[sdya's solution](#)

937.

89B

[Widget Library](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2011-06-16 · MS C++ (first AC) · Tags: dp, expression parsing, graphs, implementation

[sdya's solution](#)

938.

89C

[Chip Play](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2300 · first AC: 2011-06-16 · MS C++ (first AC) · Tags: brute force, data structures, implementation

[sdya's solution](#)

939.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2011-06-07 · MS C++ (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[sdya's solution](#)

940.

62C

[Inquisition](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2300 · first AC: 2011-02-25 · MS C++ (first AC) · Tags: geometry, implementation, sortings

[sdya's solution](#)

941.

37D

[Lesson Timetable](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2300 · first AC: 2010-10-25 · last AC: 2010-10-25 · MS C++ (first AC) · Tags: combinatorics, dp, math

[sdya's solution](#)

942.

24E

[Berland collider](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2300 · first AC: 2010-07-26 · MS C++ (first AC) · Tags: binary search

[sdya's solution](#)

943.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[sdya's solution](#)

944.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[sdya's solution](#)

945.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[sdya's solution](#)

946.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[sdya's solution](#)

947.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[sdya's solution](#)

948.

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[sdya's solution](#)

949.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · MS C++ (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[sdya's solution](#)

950.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2017-01-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[sdya's solution](#)

951.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[sdya's solution](#)

952.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2017-01-07 · last AC: 2017-01-07 · MS C++ (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[sdya's solution](#)

953.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: number theory

[sdya's solution](#)

954.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2016-12-31 · MS C++ (first AC) · Tags: number theory

[sdya's solution](#)

955.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · last AC: 2016-12-17 · MS C++ (first AC) · Tags: bitmasks, brute force, dp

[sdya's solution](#)

956.

449D

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

Quality: 6,140 global accepts · Rating: 2400 · first AC: 2016-12-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[sdya's solution](#)

957.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2016-12-05 · MS C++ (first AC) · Tags: data structures

[sdya's solution](#)

958.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp

[sdya's solution](#)

959.

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: dp, implementation, math, probabilities

[sdya's solution](#)

960.

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, two pointers

[sdya's solution](#)

961.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · last AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[sdya's solution](#)

962.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: dp

[sdya's solution](#)

963.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: data structures

[sdya's solution](#)

964.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[sdya's solution](#)

965.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar
[sdya's solution](#)

966.

354B

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

Quality: 503 global accepts · Rating: 2400 · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: bitmasks, dp, games
[sdya's solution](#)

967.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2015-07-02 · MS C++ (first AC) · Tags: constructive algorithms
[sdya's solution](#)

968.

541A

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Rating: 2400 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —
[sdya's solution](#)

969.

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —
[sdya's solution](#)

970.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2015-04-06 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory
[sdya's solution](#)

971.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2015-03-28 · GNU C++11 (first AC) · Tags: combinatorics, dp
[sdya's solution](#)

972.

288D

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

Quality: 838 global accepts · Rating: 2400 · first AC: 2015-03-25 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, trees
[sdya's solution](#)

973.

524E

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

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings
[sdya's solution](#)

974.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2015-03-19 · GNU C++0x (first AC) · Tags: dp, math, number theory
[sdya's solution](#)

975.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2015-03-01 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, trees
[sdya's solution](#)

976.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2015-02-28 · MS C++ (first AC) · Tags: data structures

[sdya's solution](#)

977.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2015-02-22 · GNU C++0x (first AC) · Tags: data structures, implementation, math, matrices, number theory

[sdya's solution](#)

978.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: data structures, two pointers

[sdya's solution](#)

979.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: dp

[sdya's solution](#)

980.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · last AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dfs and similar

[sdya's solution](#)

981.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp, probabilities

[sdya's solution](#)

982.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2015-01-29 · GNU C++0x (first AC) · Tags: games, math

[sdya's solution](#)

983.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2015-01-26 · GNU C++0x (first AC) · Tags: data structures

[sdya's solution](#)

984.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[sdya's solution](#)

985.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2015-01-10 · GNU C++0x (first AC) · Tags: data structures

[sdya's solution](#)

986.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2015-01-04 · GNU C++0x (first AC) · Tags: data structures, dp

[sdya's solution](#)

987.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-24 · last AC: 2014-12-25 · GNU C++0x (first AC) · Tags: dp, probabilities, two

pointers

[sdya's solution](#)

988.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: data structures, dp, number theory

[sdya's solution](#)

989.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2014-12-21 · MS C++ (first AC) · Tags: dp, math, number theory

[sdya's solution](#)

990.

83C

[Track](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2400 · first AC: 2014-12-21 · GNU C++0x (first AC) · Tags: graphs, greedy, shortest paths

[sdya's solution](#)

991.

74D

[Hanger](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2014-12-10 · GNU C++0x (first AC) · Tags: data structures

[sdya's solution](#)

992.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2014-12-08 · GNU C++0x (first AC) · Tags: math, number theory

[sdya's solution](#)

993.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2014-07-27 · MS C++ (first AC) · Tags: data structures, dsu, string suffix structures, strings

[sdya's solution](#)

994.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2013-09-16 · MS C++ (first AC) · Tags: flows, trees

[sdya's solution](#)

995.

273D

[Dima and Figure](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2400 · first AC: 2013-02-13 · last AC: 2013-02-13 · MS C++ (first AC) · Tags: dp

[sdya's solution](#)

996.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2013-01-25 · MS C++ (first AC) · Tags: graphs, math, shortest paths

[sdya's solution](#)

997.

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2012-06-22 · last AC: 2012-06-22 · GNU C++ (first AC) · Tags: binary search, data structures, sortings

[sdya's solution](#)

998.

198C

[Delivering Carcinogen](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2400 · first AC: 2012-06-22 · last AC: 2012-06-22 · GNU C++ (first AC) · Tags: binary search, geometry
[sdya's solution](#)

999.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2400 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math, matrices
[sdya's solution](#)

1000.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2012-03-11 · last AC: 2012-03-11 · MS C++ (first AC) · Tags: divide and conquer
[sdya's solution](#)

1001.

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: bitmasks, dp
[sdya's solution](#)

1002.

97A

[Domino](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2400 · first AC: 2011-07-15 · MS C++ (first AC) · Tags: brute force, implementation
[sdya's solution](#)

1003.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2010-07-26 · MS C++ (first AC) · Tags: dp, math, probabilities
[sdya's solution](#)

1004.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2010-06-28 · MS C++ (first AC) · Tags: bitmasks, graph matchings, graphs
[sdya's solution](#)

1005.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2010-06-10 · MS C++ (first AC) · Tags: number theory
[sdya's solution](#)

1006.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2010-03-25 · last AC: 2010-03-25 · MS C++ (first AC) · Tags: data structures
[sdya's solution](#)

1007.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
[sdya's solution](#)

1008.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[sdya's solution](#)

1009.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[sdya's solution](#)

1010.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[sdya's solution](#)

1011.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2017-01-27 · MS C++ (first AC) · Tags: data structures, dp, matrices, strings

[sdya's solution](#)

1012.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2017-01-26 · MS C++ (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[sdya's solution](#)

1013.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2017-01-23 · MS C++ (first AC) · Tags: combinatorics, strings

[sdya's solution](#)

1014.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2017-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[sdya's solution](#)

1015.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2017-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[sdya's solution](#)

1016.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2017-01-04 · MS C++ (first AC) · Tags: data structures, number theory

[sdya's solution](#)

1017.

594B

[Max and Bike](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2017-01-04 · MS C++ (first AC) · Tags: binary search, geometry

[sdya's solution](#)

1018.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2016-12-27 · MS C++ (first AC) · Tags: binary search, implementation, math

[sdya's solution](#)

1019.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2016-12-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[sdya's solution](#)

1020.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-12-23 · MS C++ (first AC) · Tags: implementation, math

[sdya's solution](#)

1021.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2016-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[sdya's solution](#)

1022.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2016-12-05 · last AC: 2016-12-05 · MS C++ (first AC) · Tags: data structures, greedy

[sdya's solution](#)

1023.

438C

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

Rating: 2500 · first AC: 2016-12-03 · MS C++ (first AC) · Tags: dp, geometry

[sdya's solution](#)

1024.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2016-11-25 · GNU C++11 (first AC) · Tags: dp

[sdya's solution](#)

1025.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: binary search, implementation, sortings, two pointers

[sdya's solution](#)

1026.

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: combinatorics, dp

[sdya's solution](#)

1027.

351C

[Jeff and Brackets](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2500 · first AC: 2015-10-19 · GNU C++11 (first AC) · Tags: dp, matrices

[sdya's solution](#)

1028.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2015-10-14 · last AC: 2015-10-14 · GNU C++11 (first AC) · Tags: dp, matrices

[sdya's solution](#)

1029.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: brute force, data structures

[sdya's solution](#)

1030.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-22 · last AC: 2015-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms,

dfs and similar, graphs, greedy

[sdya's solution](#)

1031.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[sdya's solution](#)

1032.

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2015-07-02 · MS C++ (first AC) · Tags: constructive algorithms

[sdya's solution](#)

1033.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-05-07 · last AC: 2015-05-07 · GNU C++11 (first AC) · Tags: bitmasks, dp

[sdya's solution](#)

1034.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[sdya's solution](#)

1035.

301C

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

Quality: 488 global accepts · Rating: 2500 · first AC: 2015-04-02 · GNU C++11 (first AC) · Tags: constructive algorithms

[sdya's solution](#)

1036.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2015-03-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[sdya's solution](#)

1037.

295E

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

Quality: 818 global accepts · Rating: 2500 · first AC: 2015-03-28 · GNU C++11 (first AC) · Tags: data structures

[sdya's solution](#)

1038.

220D

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

Quality: 314 global accepts · Rating: 2500 · first AC: 2015-02-18 · last AC: 2015-02-18 · GNU C++0x (first AC) · Tags: geometry, math

[sdya's solution](#)

1039.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2015-02-08 · GNU C++0x (first AC) · Tags: combinatorics, graphs

[sdya's solution](#)

1040.

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2015-01-20 · GNU C++0x (first AC) · Tags: dp, games

[sdya's solution](#)

1041.

135D

[Cycle](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 2500 · first AC: 2015-01-14 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, implementation
[sdya's solution](#)

1042.

121D

[Lucky Segments](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2500 · first AC: 2015-01-10 · GNU C++0x (first AC) · Tags: binary search, implementation, two pointers
[sdya's solution](#)

1043.

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2015-01-05 · GNU C++0x (first AC) · Tags: hashing, strings
[sdya's solution](#)

1044.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2015-01-02 · GNU C++0x (first AC) · Tags: dp, dsu, graphs
[sdya's solution](#)

1045.

95D

[Horse Races](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2015-01-02 · GNU C++0x (first AC) · Tags: dp, math
[sdya's solution](#)

1046.

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2014-12-22 · GNU C++0x (first AC) · Tags: brute force, implementation
[sdya's solution](#)

1047.

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2014-12-22 · GNU C++0x (first AC) · Tags: dp, math, matrices
[sdya's solution](#)

1048.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2014-12-06 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities
[sdya's solution](#)

1049.

60D

[Savior](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: brute force, dsu, math
[sdya's solution](#)

1050.

57D

[Journey](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2500 · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: dp, math
[sdya's solution](#)

1051.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2014-09-20 · Java 7 (first AC) · Tags: binary search, constructive algorithms, math
[sdya's solution](#)

1052.

178F3

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

Quality: 484 global accepts · Rating: 2500 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[sdya's solution](#)

1053.

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2012-03-11 · last AC: 2012-03-11 · GNU C++ (first AC) · Tags: brute force, dp

[sdya's solution](#)

1054.

105E

[Lift and Throw](#) · [Tutorial](#)

Quality: 211 global accepts · Rating: 2500 · first AC: 2011-08-13 · GNU C++ (first AC) · Tags: brute force

[sdya's solution](#)

1055.

89D

[Space mines](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2500 · first AC: 2011-06-16 · MS C++ (first AC) · Tags: geometry

[sdya's solution](#)

1056.

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 821 global accepts · Rating: 2500 · first AC: 2011-01-14 · MS C++ (first AC) · Tags: geometry, two pointers

[sdya's solution](#)

1057.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2011-01-14 · MS C++ (first AC) · Tags: dp, number theory

[sdya's solution](#)

1058.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2010-11-06 · MS C++ (first AC) · Tags: data structures, implementation

[sdya's solution](#)

1059.

39I

[Tram](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 2500 · first AC: 2010-10-24 · last AC: 2010-10-24 · MS C++ (first AC) · Tags: —

[sdya's solution](#)

1060.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2010-07-09 · last AC: 2010-07-10 · MS C++ (first AC) · Tags: constructive algorithms, sortings

[sdya's solution](#)

1061.

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2010-07-10 · Java 6 (first AC) · Tags: dp

[sdya's solution](#)

1062.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2010-06-10 · MS C++ (first AC) · Tags: dp

[sdya's solution](#)

1063.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[sdya's solution](#)

1064.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[sdya's solution](#)

1065.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[sdya's solution](#)

1066.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[sdya's solution](#)

1067.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[sdya's solution](#)

1068.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2017-01-20 · MS C++ (first AC) · Tags: bitmasks, divide and conquer, dp

[sdya's solution](#)

1069.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2017-01-19 · last AC: 2017-01-19 · MS C++ (first AC) · Tags: binary search, data structures, dp, hashing

[sdya's solution](#)

1070.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2017-01-17 · MS C++ (first AC) · Tags: data structures, trees

[sdya's solution](#)

1071.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[sdya's solution](#)

1072.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · MS C++ (first AC) · Tags: data structures, divide and conquer, dp, matrices

[sdya's solution](#)

1073.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2016-12-28 · MS C++ (first AC) · Tags: 2-sat, greedy

[sdya's solution](#)

1074.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2016-12-25 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[sdya's solution](#)

1075.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-12-24 · last AC: 2016-12-24 · MS C++ (first AC) · Tags: constructive algorithms, graphs

[sdya's solution](#)

1076.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2016-12-15 · last AC: 2016-12-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, probabilities

[sdya's solution](#)

1077.

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2016-12-13 · GNU C++11 (first AC) · Tags: dp, graphs

[sdya's solution](#)

1078.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2016-12-06 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[sdya's solution](#)

1079.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2016-12-05 · MS C++ (first AC) · Tags: data structures, trees

[sdya's solution](#)

1080.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: brute force, greedy

[sdya's solution](#)

1081.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-02-29 · MS C++ (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[sdya's solution](#)

1082.

380E

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

Quality: 351 global accepts · Rating: 2600 · first AC: 2015-11-16 · MS C++ (first AC) · Tags: data structures

[sdya's solution](#)

1083.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: bitmasks, shortest paths

[sdya's solution](#)

1084.

8D

[Two Friends](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2600 · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: binary search, geometry
[sdya's solution](#)

1085.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 2600 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: number theory
[sdya's solution](#)

1086.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths
[sdya's solution](#)

1087.

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: geometry, math
[sdya's solution](#)

1088.

541E

[Playing on Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —
[sdya's solution](#)

1089.

541D

[Superhero's Job](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —
[sdya's solution](#)

1090.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2015-04-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp
[sdya's solution](#)

1091.

303D

[Rotatable Number](#) · [Tutorial](#)

Quality: 353 global accepts · Rating: 2600 · first AC: 2015-04-06 · GNU C++11 (first AC) · Tags: math, number theory
[sdya's solution](#)

1092.

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2015-03-01 · GNU C++0x (first AC) · Tags: data structures, dp, graphs, sortings
[sdya's solution](#)

1093.

232C

[Doe Graphs](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2600 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: constructive algorithms, divide and conquer, dp, graphs, shortest paths
[sdya's solution](#)

1094.

229E

[Gifts](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2600 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, probabilities
[sdya's solution](#)

1095.

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2015-02-16 · GNU C++0x (first AC) · Tags: divide and conquer, dp, expression parsing
[sdya's solution](#)

1096.

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2015-02-09 · MS C++ (first AC) · Tags: math, number theory
[sdya's solution](#)

1097.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-07 · last AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp
[sdya's solution](#)

1098.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures
[sdya's solution](#)

1099.

142D

[Help Shrek and Donkey 2](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2015-01-21 · GNU C++0x (first AC) · Tags: games
[sdya's solution](#)

1100.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2014-12-22 · GNU C++0x (first AC) · Tags: dp, math, number theory
[sdya's solution](#)

1101.

60E

[Mushroom Gnomes](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 2600 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: math, matrices
[sdya's solution](#)

1102.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: data structures, greedy
[sdya's solution](#)

1103.

274C

[The Last Hole!](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2013-09-14 · MS C++ (first AC) · Tags: brute force, geometry
[sdya's solution](#)

1104.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2013-01-13 · last AC: 2013-01-13 · GNU C++ (first AC) · Tags: dp
[sdya's solution](#)

1105.

249C

[Piglet's Birthday](#) · [Tutorial](#)

Rating: 2600 · first AC: 2012-11-25 · GNU C++ (first AC) · Tags: dp, probabilities
[sdya's solution](#)

1106.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: dsu, graphs, shortest paths
[sdya's solution](#)

1107.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: data structures, sortings
[sdya's solution](#)

1108.

140F

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

Quality: 401 global accepts · Rating: 2600 · first AC: 2012-01-04 · last AC: 2012-01-05 · GNU C++ (first AC) · Tags: geometry, sortings
[sdya's solution](#)

1109.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2011-01-09 · MS C++ (first AC) · Tags: brute force, dp
[sdya's solution](#)

1110.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,948 global accepts · Rating: 2600 · first AC: 2011-01-09 · MS C++ (first AC) · Tags: greedy
[sdya's solution](#)

1111.

39K

[Testing](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2600 · first AC: 2010-10-24 · last AC: 2011-01-08 · MS C++ (first AC) · Tags: —
[sdya's solution](#)

1112.

2C

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

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2011-01-07 · MS C++ (first AC) · Tags: geometry
[sdya's solution](#)

1113.

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2010-10-25 · last AC: 2010-10-25 · MS C++ (first AC) · Tags: graphs, greedy, shortest paths
[sdya's solution](#)

1114.

23D

[Tetragon](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2600 · first AC: 2010-07-09 · last AC: 2010-07-10 · MS C++ (first AC) · Tags: geometry, math
[sdya's solution](#)

1115.

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2010-05-29 · MS C++ (first AC) · Tags: combinatorics, dp
[sdya's solution](#)

1116.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[sdya's solution](#)

1117.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities
[sdya's solution](#)

1118.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs
[sdya's solution](#)

1119.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2017-01-16 · MS C++ (first AC) · Tags: probabilities, shortest paths
[sdya's solution](#)

1120.

504D

[Misha and XOR](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2016-12-23 · last AC: 2016-12-23 · MS C++ (first AC) · Tags: bitmasks
[sdya's solution](#)

1121.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: data structures
[sdya's solution](#)

1122.

477D

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

Quality: 593 global accepts · Rating: 2700 · first AC: 2016-12-12 · MS C++ (first AC) · Tags: dp, strings
[sdya's solution](#)

1123.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2016-05-07 · last AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees
[sdya's solution](#)

1124.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: math
[sdya's solution](#)

1125.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp
[sdya's solution](#)

1126.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: combinatorics, dp
[sdya's solution](#)

1127.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2015-10-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[sdya's solution](#)

1128.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2015-10-19 · GNU C++11 (first AC) · Tags: data structures
[sdy's solution](#)

1129.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: dp, matrices
[sdy's solution](#)

1130.

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms
[sdy's solution](#)

1131.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings
[sdy's solution](#)

1132.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: flows
[sdy's solution](#)

1133.

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2015-01-13 · GNU C++0x (first AC) · Tags: flows, graphs
[sdy's solution](#)

1134.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: divide and conquer, dp
[sdy's solution](#)

1135.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2014-12-24 · last AC: 2014-12-24 · GNU C++0x (first AC) · Tags: dp, matrices
[sdy's solution](#)

1136.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2014-12-07 · GNU C++0x (first AC) · Tags: data structures, geometry
[sdy's solution](#)

1137.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2014-10-05 · MS C++ (first AC) · Tags: dfs and similar
[sdy's solution](#)

1138.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2014-09-08 · MS C++ (first AC) · Tags: dp, probabilities
[sdy's solution](#)

1139.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2014-07-27 · last AC: 2014-07-28 · GNU C++ (first AC) · Tags: data structures, divide and conquer, hashing

[sdya's solution](#)

1140.

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2012-11-25 · GNU C++ (first AC) · Tags: data structures, dp, geometry, math, sortings

[sdya's solution](#)

1141.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 2700 · first AC: 2011-01-12 · MS C++ (first AC) · Tags: data structures, dsu

[sdya's solution](#)

1142.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2017-01-25 · MS C++ (first AC) · Tags: combinatorics, graphs, trees

[sdya's solution](#)

1143.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2017-01-25 · MS C++ (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[sdya's solution](#)

1144.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2800 · first AC: 2017-01-24 · MS C++ (first AC) · Tags: data structures, number theory

[sdya's solution](#)

1145.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2017-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[sdya's solution](#)

1146.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2016-12-30 · MS C++ (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[sdya's solution](#)

1147.

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2016-12-28 · MS C++ (first AC) · Tags: brute force, geometry, math

[sdya's solution](#)

1148.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2016-12-27 · MS C++ (first AC) · Tags: dfs and similar, graphs, trees

[sdya's solution](#)

1149.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2016-12-25 · MS C++ (first AC) · Tags: data structures, string suffix structures, strings, trees

[sdya's solution](#)

1150.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[sdya's solution](#)

1151.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, geometry, probabilities

[sdya's solution](#)

1152.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures, strings

[sdya's solution](#)

1153.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2015-03-19 · GNU C++0x (first AC) · Tags: combinatorics, data structures, math

[sdya's solution](#)

1154.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2015-02-07 · last AC: 2015-02-08 · GNU C++0x (first AC) · Tags: flows

[sdya's solution](#)

1155.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2014-12-21 · GNU C++0x (first AC) · Tags: bitmasks, dp

[sdya's solution](#)

1156.

79D

[Password](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2800 · first AC: 2014-12-18 · GNU C++0x (first AC) · Tags: bitmasks, dp, shortest paths

[sdya's solution](#)

1157.

77E

[Martian Food](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2014-12-14 · GNU C++0x (first AC) · Tags: geometry

[sdya's solution](#)

1158.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2014-08-26 · MS C++ (first AC) · Tags: dsu, math

[sdya's solution](#)

1159.

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2012-06-12 · last AC: 2012-06-12 · GNU C++ (first AC) · Tags: data structures, greedy, hashing, strings

[sdya's solution](#)

1160.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,628 global accepts · Rating: 2800 · first AC: 2011-01-12 · MS C++ (first AC) · Tags: dp

[sdya's solution](#)

1161.

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2017-01-26 · last AC: 2017-01-26 · MS C++ (first AC) · Tags: dfs and similar, graphs

[sdya's solution](#)

1162.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2017-01-24 · MS C++ (first AC) · Tags: data structures, dp, greedy

[sdya's solution](#)

1163.

603D

[Ruminations on Ruminants](#) · [Tutorial](#)

Quality: 361 global accepts · Rating: 2900 · first AC: 2017-01-11 · last AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[sdya's solution](#)

1164.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2017-01-03 · last AC: 2017-01-03 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[sdya's solution](#)

1165.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2900 · first AC: 2016-12-06 · last AC: 2016-12-06 · MS C++ (first AC) · Tags: data structures, dfs and similar, trees

[sdya's solution](#)

1166.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: brute force, math, probabilities

[sdya's solution](#)

1167.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2015-10-15 · last AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures

[sdya's solution](#)

1168.

217D

[Bitonix' Patrol](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 2900 · first AC: 2015-02-16 · GNU C++0x (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, math

[sdya's solution](#)

1169.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: dp, trees

[sdya's solution](#)

1170.

145D

[Lucky Pair](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2015-01-26 · GNU C++0x (first AC) · Tags: combinatorics, data structures, implementation
[sdya's solution](#)

1171.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees
[sdya's solution](#)

1172.

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: brute force, math, matrices
[sdya's solution](#)

1173.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2017-01-27 · MS C++ (first AC) · Tags: data structures, dsu, trees
[sdya's solution](#)

1174.

666D

[Chain Reaction](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2017-01-23 · MS C++ (first AC) · Tags: brute force, geometry
[sdya's solution](#)

1175.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2015-08-29 · last AC: 2015-08-29 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp
[sdya's solution](#)

1176.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2015-04-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees
[sdya's solution](#)

1177.

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: data structures, dp
[sdya's solution](#)

1178.

243E

[Matrix](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2015-02-28 · MS C++ (first AC) · Tags: data structures
[sdya's solution](#)

1179.

156E

[Mrs. Hudson's Pancakes](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3000 · first AC: 2015-02-08 · GNU C++0x (first AC) · Tags: brute force, dp
[sdya's solution](#)

1180.

142E

[Help Greg the Dwarf 2](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: 3000 · first AC: 2015-01-21 · last AC: 2015-01-21 · GNU C++0x (first AC) · Tags: geometry
[sdya's solution](#)

1181.

251E

[Tree and Table](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3000 · first AC: 2012-12-12 · GNU C++ (first AC) · Tags: dfs and similar, dp, implementation, trees
[sdya's solution](#)

1182.

663D

[To Hack or not to Hack](#) · [Tutorial](#)

Rating: 3100 · first AC: 2017-01-20 · MS C++ (first AC) · Tags: brute force, dp, greedy
[sdya's solution](#)

1183.

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2015-02-07 · last AC: 2015-02-08 · MS C++ (first AC) · Tags: dp
[sdya's solution](#)

1184.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2016-12-31 · last AC: 2016-12-31 · MS C++ (first AC) · Tags: dp, math, number theory
[sdya's solution](#)

1185.

100166C

[A TC 8D 8C 0B Ct=C =C,,9](#)

Rating: — · first AC: 2025-05-26 · last AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[sdya's solution](#)

1186.

100166D

[A TC 8D 8C 0B Ct=C =C,,9 C 6CD\\$L](#)

Rating: — · first AC: 2025-05-26 · last AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[sdya's solution](#)

1187.

105755K

[Killer Cows](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · last AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[sdya's solution](#)

1188.

392B

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: dp
[sdya's solution](#)

1189.

392A

[Blocked Points](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: — · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: math
[sdya's solution](#)

1190.

100082G

[area](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[sdya's solution](#)

1191.

100082F

[qsort](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[sdya's solution](#)

1192.

100082C

[bfs](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[sdy's solution](#)

1193.

100082B

[connect2](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[sdy's solution](#)

1194.

100082A

[lis](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[sdy's solution](#)

1195.

100092H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[sdy's solution](#)

1196.

100092G

[G](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[sdy's solution](#)

1197.

100092F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[sdy's solution](#)

1198.

100092E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[sdy's solution](#)

1199.

100092D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[sdy's solution](#)

1200.

100092C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[sdy's solution](#)

1201.

100092B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[sdy's solution](#)

1202.

100092A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[sdy's solution](#)

1203.

100701E

[ATC65D](#)

Rating: — · first AC: 2015-06-14 · last AC: 2015-06-14 · GNU C++11 (first AC) · Tags: —

[sdya's solution](#)

1204.

100579D

[Corporate Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —

[sdya's solution](#)

1205.

100579C

[Winning at Sports](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —

[sdya's solution](#)

1206.

100579B

[Autocomplete](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —

[sdya's solution](#)

1207.

100579A

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —

[sdya's solution](#)

1208.

100253C

[Equivalent Cards](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · last AC: 2013-10-27 · Java 7 (first AC) · Tags: —

[sdya's solution](#)

1209.

100253G

[Expression Evaluation](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · GNU C++ (first AC) · Tags: —

[sdya's solution](#)

1210.

100253J

[Contest, Another Contest and Train](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · GNU C++ (first AC) · Tags: —

[sdya's solution](#)

1211.

100253F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · GNU C++ (first AC) · Tags: —

[sdya's solution](#)

1212.

100253E

[Scientific Battalion](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · MS C++ (first AC) · Tags: —

[sdya's solution](#)

1213.

100253K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · MS C++ (first AC) · Tags: —

[sdya's solution](#)

1214.

100253B

[Travelling Camera Problem](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · GNU C++ (first AC) · Tags: —
[sdya's solution](#)

1215.

100253I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · MS C++ (first AC) · Tags: —
[sdya's solution](#)

1216.

100253H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · GNU C++ (first AC) · Tags: —
[sdya's solution](#)

1217.

100253L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · MS C++ (first AC) · Tags: —
[sdya's solution](#)

1218.

100209F

[A to C15D](#) >

Rating: — · first AC: 2013-06-16 · last AC: 2013-06-16 · MS C++ (first AC) · Tags: —
[sdya's solution](#)

1219.

100066H

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2012-07-20 · GNU C++ (first AC) · Tags: —
[sdya's solution](#)

1220.

100066B

[Sequence-2](#) · [Tutorial](#)

Rating: — · first AC: 2012-07-20 · GNU C++ (first AC) · Tags: —
[sdya's solution](#)

1221.

100066C

[Banana](#) · [Tutorial](#)

Rating: — · first AC: 2012-07-20 · GNU C++ (first AC) · Tags: —
[sdya's solution](#)

1222.

100066D

[Cottage demolition](#) · [Tutorial](#)

Rating: — · first AC: 2012-07-20 · GNU C++ (first AC) · Tags: —
[sdya's solution](#)

1223.

100066G

[Totient function](#) · [Tutorial](#)

Rating: — · first AC: 2012-07-20 · GNU C++ (first AC) · Tags: —
[sdya's solution](#)

1224.

100059E

[B\\$5C@AD\\$>C\\$KC' @CT4C :D\\$>D](#)

Rating: — · first AC: 2012-06-02 · GNU C++ (first AC) · Tags: —
[sdya's solution](#)

1225.

100010A

[Conduit](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-02 · Python 2 (first AC) · Tags: —
[sdy's solution](#)

1226.

100010B

[Trap](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-02 · Python 2 (first AC) · Tags: —
[sdy's solution](#)

1227.

100010E

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-02 · Python 2 (first AC) · Tags: —
[sdy's solution](#)

1228.

100010D

[Reconnaissance](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-02 · Python 2 (first AC) · Tags: —
[sdy's solution](#)

1229.

100010C

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-02 · Python 2 (first AC) · Tags: —
[sdy's solution](#)

1230.

100007E

[Max Flow](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-01 · Python 2 (first AC) · Tags: —
[sdy's solution](#)

1231.

100007D

[Beer Thief](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-01 · Python 2 (first AC) · Tags: —
[sdy's solution](#)

1232.

100007C

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

Rating: — · first AC: 2012-05-01 · Python 2 (first AC) · Tags: —
[sdy's solution](#)

1233.

100007B

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