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Unique solved — shef 2318

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

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

Filters: none

Count: 1,192

1.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [games](#), [greedy](#)

[shef_2318's solution](#)

2.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [math](#)

[shef_2318's solution](#)

3.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#)

[shef_2318's solution](#)

4.

1002A1

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

Quality: 929 global accepts · Rating: 800 · first AC: 2020-06-14 · Q# (first AC) · Tags: [*special](#)

[shef_2318's solution](#)

5.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,189 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [math](#)

[shef_2318's solution](#)

6.

1348A

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

Quality: 42,850 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [math](#)

[shef_2318's solution](#)

7.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [strings](#)

[shef_2318's solution](#)

8.

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: [greedy](#)

[shef_2318's solution](#)

9.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: [greedy](#)

[shef_2318's solution](#)

10.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[shef_2318's solution](#)

11.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[shef_2318's solution](#)

12.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation, math
[shef_2318's solution](#)

13.

769A

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

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, implementation, sortings
[shef_2318's solution](#)

14.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, math
[shef_2318's solution](#)

15.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 800 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: *special, implementation
[shef_2318's solution](#)

16.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,358 global accepts · Rating: 800 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings
[shef_2318's solution](#)

17.

268A

[Games](#) · [Tutorial](#)

Quality: 104,208 global accepts · Rating: 800 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: brute force
[shef_2318's solution](#)

18.

245A

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

Quality: 9,133 global accepts · Rating: 800 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: implementation
[shef_2318's solution](#)

19.

231A

[Team](#) · [Tutorial](#)

Quality: 430,276 global accepts · Rating: 800 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: brute force, greedy
[shef_2318's solution](#)

20.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,422 global accepts · Rating: 800 · first AC: 2012-06-26 · GNU C++ (first AC) · Tags: implementation, math
[shef_2318's solution](#)

21.

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 800 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: brute force, geometry, implementation
[shef_2318's solution](#)

22.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,481 global accepts · Rating: 800 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, implementation
[shef_2318's solution](#)

23.

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2012-03-01 · GNU C++ (first AC) · Tags: brute force
[shef_2318's solution](#)

24.

155A

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

Quality: 93,666 global accepts · Rating: 800 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: brute force
[shef_2318's solution](#)

25.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,781 global accepts · Rating: 800 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: implementation, math
[shef_2318's solution](#)

26.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,399 global accepts · Rating: 800 · first AC: 2012-02-02 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
[shef_2318's solution](#)

27.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 800 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: implementation
[shef_2318's solution](#)

28.

144A

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

Quality: 121,415 global accepts · Rating: 800 · first AC: 2012-01-20 · GNU C++ (first AC) · Tags: implementation
[shef_2318's solution](#)

29.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: implementation, sortings, strings
[shef_2318's solution](#)

30.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math
[shef_2318's solution](#)

31.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[shef_2318's solution](#)

32.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2019-11-23 · MS C++ 2017 (first AC) · Tags: —

[shef_2318's solution](#)

33.

549A

[Face Detection](#) · [Tutorial](#)

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

[shef_2318's solution](#)

34.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,687 global accepts · Rating: 900 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: implementation

[shef_2318's solution](#)

35.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 900 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[shef_2318's solution](#)

36.

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,565 global accepts · Rating: 900 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: implementation

[shef_2318's solution](#)

37.

215A

[Bicycle Chain](#) · [Tutorial](#)

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

[shef_2318's solution](#)

38.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,065 global accepts · Rating: 900 · first AC: 2012-08-05 · GNU C++ (first AC) · Tags: strings

[shef_2318's solution](#)

39.

116C

[Party](#) · [Tutorial](#)

Rating: 900 · first AC: 2012-04-29 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[shef_2318's solution](#)

40.

168A

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

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

[shef_2318's solution](#)

41.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,722 global accepts · Rating: 900 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: greedy, sortings

[shef_2318's solution](#)

42.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,989 global accepts · Rating: 900 · first AC: 2012-02-10 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[shef_2318's solution](#)

43.

137A

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

Quality: 7,834 global accepts · Rating: 900 · first AC: 2011-12-16 · GNU C++ (first AC) · Tags: implementation

[shef_2318's solution](#)

44.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,008 global accepts · Rating: 900 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: implementation

[shef_2318's solution](#)

45.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[shef_2318's solution](#)

46.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[shef_2318's solution](#)

47.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,417 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[shef_2318's solution](#)

48.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[shef_2318's solution](#)

49.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[shef_2318's solution](#)

50.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[shef_2318's solution](#)

51.

1266A

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

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[shef_2318's solution](#)

52.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[shef_2318's solution](#)

53.

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

[shef_2318's solution](#)

54.

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

[shef_2318's solution](#)

55.

626A

[Robot Sequence](#) · [Tutorial](#)

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

[shef_2318's solution](#)

56.

500A

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

Quality: 62,696 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[shef_2318's solution](#)

57.

452A

[Eevee](#) · [Tutorial](#)

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

[shef_2318's solution](#)

58.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,267 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation

[shef_2318's solution](#)

59.

339B

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

Quality: 81,377 global accepts · Rating: 1000 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: implementation

[shef_2318's solution](#)

60.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,785 global accepts · Rating: 1000 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: implementation, math

[shef_2318's solution](#)

61.

195A

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

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: binary search, brute force, math

[shef_2318's solution](#)

62.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2012-05-21 · GNU C++ (first AC) · Tags: brute force, implementation

[shef_2318's solution](#)

63.

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1000 · first AC: 2012-04-24 · GNU C++ (first AC) · Tags: implementation

[shef_2318's solution](#)

64.

165A

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

Quality: 26,275 global accepts · Rating: 1000 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: implementation

[shef_2318's solution](#)

65.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: geometry, sortings
[shef_2318's solution](#)

66.

143A

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

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: brute force, math
[shef_2318's solution](#)

67.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,507 global accepts · Rating: 1000 · first AC: 2011-12-24 · GNU C++ (first AC) · Tags: implementation
[shef_2318's solution](#)

68.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1000 · first AC: 2011-12-16 · GNU C++ (first AC) · Tags: greedy
[shef_2318's solution](#)

69.

124A

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

Quality: 44,209 global accepts · Rating: 1000 · first AC: 2011-11-03 · GNU C++ (first AC) · Tags: math
[shef_2318's solution](#)

70.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1000 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: brute force, implementation, math
[shef_2318's solution](#)

71.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2011-09-08 · MS C++ (first AC) · Tags: math
[shef_2318's solution](#)

72.

1966B

[Rectangle Filling](#) · [Tutorial](#)

Quality: 17,212 global accepts · Rating: 1100 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[shef_2318's solution](#)

73.

1115G1

[AND oracle](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 1100 · first AC: 2020-06-16 · Q# (first AC) · Tags: *special
[shef_2318's solution](#)

74.

1001A

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

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2020-06-14 · last AC: 2020-06-14 · Q# (first AC) · Tags: *special
[shef_2318's solution](#)

75.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[shef_2318's solution](#)

76.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[shef_2318's solution](#)

77.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[shef_2318's solution](#)

78.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[shef_2318's solution](#)

79.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[shef_2318's solution](#)

80.

522B

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

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: *special, data structures, dp, implementation
[shef_2318's solution](#)

81.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: implementation
[shef_2318's solution](#)

82.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2013-01-08 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[shef_2318's solution](#)

83.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: greedy, math
[shef_2318's solution](#)

84.

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,521 global accepts · Rating: 1100 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: implementation, strings
[shef_2318's solution](#)

85.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2012-11-14 · GNU C++ (first AC) · Tags: implementation, sortings
[shef_2318's solution](#)

86.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2012-11-14 · GNU C++ (first AC) · Tags: brute force, implementation
[shef_2318's solution](#)

87.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1100 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[shef_2318's solution](#)

88.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,289 global accepts · Rating: 1100 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: brute force, geometry, math
[shef_2318's solution](#)

89.

196A

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

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: greedy, strings
[shef_2318's solution](#)

90.

103A

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

Quality: 6,573 global accepts · Rating: 1100 · first AC: 2012-05-25 · GNU C++ (first AC) · Tags: greedy, implementation, math
[shef_2318's solution](#)

91.

190A

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

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2012-05-16 · GNU C++ (first AC) · Tags: greedy, math
[shef_2318's solution](#)

92.

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: implementation, strings
[shef_2318's solution](#)

93.

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 1100 · first AC: 2012-05-02 · GNU C++ (first AC) · Tags: greedy
[shef_2318's solution](#)

94.

169B

[Replacing Digits](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1100 · first AC: 2012-04-13 · GNU C++ (first AC) · Tags: greedy
[shef_2318's solution](#)

95.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2012-04-12 · GNU C++ (first AC) · Tags: implementation
[shef_2318's solution](#)

96.

174A

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

Quality: 3,325 global accepts · Rating: 1100 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: math
[shef_2318's solution](#)

97.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: greedy, sortings
[shef_2318's solution](#)

98.

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 1100 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: *special, greedy, sortings
[shef_2318's solution](#)

99.

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: greedy, sortings
[shef_2318's solution](#)

100.

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: implementation
[shef_2318's solution](#)

101.

2062C

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

Quality: 18,389 global accepts · Rating: 1200 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[shef_2318's solution](#)

102.

1002D1

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

Quality: 418 global accepts · Rating: 1200 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special
[shef_2318's solution](#)

103.

1001H

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

Quality: 546 global accepts · Rating: 1200 · first AC: 2020-06-14 · Q# (first AC) · Tags: *special
[shef_2318's solution](#)

104.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,288 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers
[shef_2318's solution](#)

105.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[shef_2318's solution](#)

106.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[shef_2318's solution](#)

107.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[shef_2318's solution](#)

108.

1100C

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

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math
[shef_2318's solution](#)

109.

1091B

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

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

[shef_2318's solution](#)

110.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation

[shef_2318's solution](#)

111.

769B

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

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

[shef_2318's solution](#)

112.

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

[shef_2318's solution](#)

113.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[shef_2318's solution](#)

114.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[shef_2318's solution](#)

115.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,549 global accepts · Rating: 1200 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, implementation

[shef_2318's solution](#)

116.

379B

[New Year Present](#) · [Tutorial](#)

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

[shef_2318's solution](#)

117.

264A

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

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[shef_2318's solution](#)

118.

254A

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

Quality: 7,737 global accepts · Rating: 1200 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[shef_2318's solution](#)

119.

222A

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

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: brute force, implementation

[shef_2318's solution](#)

120.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,342 global accepts · Rating: 1200 · first AC: 2012-08-29 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[shef_2318's solution](#)

121.

208D

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

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2012-08-05 · GNU C++ (first AC) · Tags: implementation

[shef_2318's solution](#)

122.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2012-07-02 · GNU C++ (first AC) · Tags: constructive algorithms

[shef_2318's solution](#)

123.

102C

[Homework](#) · [Tutorial](#)

Rating: 1200 · first AC: 2012-06-11 · GNU C++ (first AC) · Tags: greedy

[shef_2318's solution](#)

124.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,938 global accepts · Rating: 1200 · first AC: 2012-05-25 · GNU C++ (first AC) · Tags: greedy, implementation

[shef_2318's solution](#)

125.

186B

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

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

[shef_2318's solution](#)

126.

180F

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

Quality: 2,840 global accepts · Rating: 1200 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[shef_2318's solution](#)

127.

181C

[Trading Business](#) · [Tutorial](#)

Rating: 1200 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: games, graph matchings, greedy

[shef_2318's solution](#)

128.

151B

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,862 global accepts · Rating: 1200 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: implementation, strings

[shef_2318's solution](#)

129.

143B

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

Quality: 5,333 global accepts · Rating: 1200 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: implementation, strings

[shef_2318's solution](#)

130.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: implementation

[shef_2318's solution](#)

131.

1002D2

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

Quality: 390 global accepts · Rating: 1300 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[shef_2318's solution](#)

132.

1002B1

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

Quality: 488 global accepts · Rating: 1300 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[shef_2318's solution](#)

133.

1002A2

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

Quality: 570 global accepts · Rating: 1300 · first AC: 2020-06-14 · Q# (first AC) · Tags: *special

[shef_2318's solution](#)

134.

1001F

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

Quality: 550 global accepts · Rating: 1300 · first AC: 2020-06-14 · Q# (first AC) · Tags: *special

[shef_2318's solution](#)

135.

1326C

[Permutation Partitions](#) · Tutorial

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

[shef_2318's solution](#)

136.

1322A

[Unusual Competitions](#) · Tutorial

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[shef_2318's solution](#)

137.

1070D

[Garbage Disposal](#) · Tutorial

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[shef_2318's solution](#)

138.

1178C

[Tiles](#) · Tutorial

Quality: 13,227 global accepts · Rating: 1300 · first AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[shef_2318's solution](#)

139.

1178B

[WOW Factor](#) · Tutorial

Quality: 21,678 global accepts · Rating: 1300 · first AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[shef_2318's solution](#)

140.

1100B

[Build a Contest](#) · Tutorial

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[shef_2318's solution](#)

141.

633B

[A Trivial Problem](#) · Tutorial

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

[shef_2318's solution](#)

142.

626B

[Cards](#) · [Tutorial](#)

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

[shef_2318's solution](#)

143.

526A

[King of Thieves](#) · [Tutorial](#)

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

[shef_2318's solution](#)

144.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dfs and similar, trees

[shef_2318's solution](#)

145.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2013-05-26 · GNU C++ (first AC) · Tags: math, probabilities

[shef_2318's solution](#)

146.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2013-05-26 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[shef_2318's solution](#)

147.

257B

[Playing Cubes](#) · [Tutorial](#)

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

[shef_2318's solution](#)

148.

246B

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

Quality: 12,273 global accepts · Rating: 1300 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: greedy, math

[shef_2318's solution](#)

149.

238A

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

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

[shef_2318's solution](#)

150.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-02 · GNU C++ (first AC) · Tags: greedy

[shef_2318's solution](#)

151.

222B

[Cosmic Tables](#) · [Tutorial](#)

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

[shef_2318's solution](#)

152.

220A

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

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2012-09-01 · GNU C++ (first AC) · Tags: implementation, sortings

[shef_2318's solution](#)

153.

215B

[Olympic Medal](#) · [Tutorial](#)

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

[shef_2318's solution](#)

154.

195B

[After Training](#) · [Tutorial](#)

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

[shef_2318's solution](#)

155.

189B

[Counting Rhombi](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1300 · first AC: 2012-05-10 · GNU C++ (first AC) · Tags: brute force, math

[shef_2318's solution](#)

156.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,880 global accepts · Rating: 1300 · first AC: 2012-05-10 · GNU C++ (first AC) · Tags: brute force, dp

[shef_2318's solution](#)

157.

186C

[Plant](#) · [Tutorial](#)

Rating: 1300 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: dp, math, matrices, number theory

[shef_2318's solution](#)

158.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2012-04-23 · GNU C++ (first AC) · Tags: implementation, number theory, strings

[shef_2318's solution](#)

159.

181B

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

Quality: 3,518 global accepts · Rating: 1300 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: binary search, brute force

[shef_2318's solution](#)

160.

173A

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

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

[shef_2318's solution](#)

161.

161A

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

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

[shef_2318's solution](#)

162.

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: brute force, implementation

[shef_2318's solution](#)

163.

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1300 · first AC: 2012-01-20 · GNU C++ (first AC) · Tags: implementation

[shef_2318's solution](#)

164.

133C

[Turing Tape](#) · [Tutorial](#)

Rating: 1300 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: implementation, math

[shef_2318's solution](#)

165.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[shef_2318's solution](#)

166.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-03-30 · last AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[shef_2318's solution](#)

167.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[shef_2318's solution](#)

168.

1001G

[Oracle for \$f\(x\)\$ = k-th element of \$x\$](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 1400 · first AC: 2020-06-14 · Q# (first AC) · Tags: *special

[shef_2318's solution](#)

169.

1001D

[Distinguish plus state and minus state](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 1400 · first AC: 2020-06-14 · Q# (first AC) · Tags: *special

[shef_2318's solution](#)

170.

1001C

[Generate GHZ state](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1400 · first AC: 2020-06-14 · Q# (first AC) · Tags: *special

[shef_2318's solution](#)

171.

1001B

[Generate Bell state](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 1400 · first AC: 2020-06-14 · Q# (first AC) · Tags: *special

[shef_2318's solution](#)

172.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[shef_2318's solution](#)

173.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[shef_2318's solution](#)

174.

1348B

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

Quality: 27,491 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[shef_2318's solution](#)

175.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[shef_2318's solution](#)

176.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[shef_2318's solution](#)

177.

838A

[Binary Blocks](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 1400 · first AC: 2019-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[shef_2318's solution](#)

178.

1091C

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

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

[shef_2318's solution](#)

179.

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

[shef_2318's solution](#)

180.

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

[shef_2318's solution](#)

181.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[shef_2318's solution](#)

182.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[shef_2318's solution](#)

183.

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

[shef_2318's solution](#)

184.

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation

[shef_2318's solution](#)

185.

513B1

[Permutations](#) · [Tutorial](#)

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

[shef_2318's solution](#)

186.

475B

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

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[shef_2318's solution](#)

187.

436B

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

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

[shef_2318's solution](#)

188.

388A

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

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, sortings

[shef_2318's solution](#)

189.

379C

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

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings

[shef_2318's solution](#)

190.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,009 global accepts · Rating: 1400 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: data structures, implementation

[shef_2318's solution](#)

191.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[shef_2318's solution](#)

192.

290A

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

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[shef_2318's solution](#)

193.

261A

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

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

[shef_2318's solution](#)

194.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,587 global accepts · Rating: 1400 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: implementation, math

[shef_2318's solution](#)

195.

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: greedy, implementation

[shef_2318's solution](#)

196.

226A

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

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: math

[shef_2318's solution](#)

197.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2012-07-06 · GNU C++ (first AC) · Tags: dp, greedy, trees

[shef_2318's solution](#)

198.

199D

[Jumping on Walls](#) · [Tutorial](#)

Rating: 1400 · first AC: 2012-06-22 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[shef_2318's solution](#)

199.

198B

[Jumping on Walls](#) · [Tutorial](#)

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

[shef_2318's solution](#)

200.

111A

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

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2012-05-21 · GNU C++ (first AC) · Tags: greedy

[shef_2318's solution](#)

201.

19A

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

Quality: 3,141 global accepts · Rating: 1400 · first AC: 2012-05-08 · GNU C++ (first AC) · Tags: implementation

[shef_2318's solution](#)

202.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1400 · first AC: 2012-04-24 · GNU C++ (first AC) · Tags: brute force, hashing, implementation, math, strings

[shef_2318's solution](#)

203.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: dp

[shef_2318's solution](#)

204.

175B

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

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

[shef_2318's solution](#)

205.

175A

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

Quality: 2,550 global accepts · Rating: 1400 · first AC: 2012-04-14 · GNU C++ (first AC) · Tags: brute force, implementation

[shef_2318's solution](#)

206.

174B

[File List](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1400 · first AC: 2012-04-12 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[shef_2318's solution](#)

207.

159C

[String Manipulation 1.0](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: *special, binary search, brute force, data structures, strings

[shef_2318's solution](#)

208.

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[shef_2318's solution](#)

209.

158C

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

Quality: 10,392 global accepts · Rating: 1400 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, data structures, implementation

[shef_2318's solution](#)

210.

151C

[Win or Freeze](#) · [Tutorial](#)

Rating: 1400 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: games, greedy, math, number theory

[shef_2318's solution](#)

211.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: geometry, math

[shef_2318's solution](#)

212.

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2011-11-03 · GNU C++ (first AC) · Tags: brute force, combinatorics, implementation

[shef_2318's solution](#)

213.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,548 global accepts · Rating: 1500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[shef_2318's solution](#)

214.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[shef_2318's solution](#)

215.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[shef_2318's solution](#)

216.

1002A3

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

Quality: 484 global accepts · Rating: 1500 · first AC: 2020-06-14 · Q# (first AC) · Tags: *special

[shef_2318's solution](#)

217.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[shef_2318's solution](#)

218.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[shef_2318's solution](#)

219.

1326D1

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

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

[shef_2318's solution](#)

220.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[shef_2318's solution](#)

221.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[shef_2318's solution](#)

222.

1070H

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

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[shef_2318's solution](#)

223.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[shef_2318's solution](#)

224.

1080C

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

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

[shef_2318's solution](#)

225.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[shef_2318's solution](#)

226.

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[shef_2318's solution](#)

227.

771A

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

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs
[shef_2318's solution](#)

228.

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[shef_2318's solution](#)

229.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[shef_2318's solution](#)

230.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-17 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs, greedy
[shef_2318's solution](#)

231.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-22 · GNU C++ (first AC) · Tags: greedy
[shef_2318's solution](#)

232.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-20 · GNU C++ (first AC) · Tags: greedy
[shef_2318's solution](#)

233.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: greedy
[shef_2318's solution](#)

234.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: brute force, sortings
[shef_2318's solution](#)

235.

403A

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

Rating: 1500 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: constructive algorithms, graphs
[shef_2318's solution](#)

236.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: data structures, implementation
[shef_2318's solution](#)

237.

356A

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

Quality: 16,790 global accepts · Rating: 1500 · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: data structures, dsu
[shef_2318's solution](#)

238.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-10-27 · GNU C++ (first AC) · Tags: brute force, greedy, math
[shef_2318's solution](#)

239.

341B

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

Rating: 1500 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: binary search, data structures, dp
[shef_2318's solution](#)

240.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths
[shef_2318's solution](#)

241.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[shef_2318's solution](#)

242.

325A

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

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: implementation
[shef_2318's solution](#)

243.

288B

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

Quality: 3,212 global accepts · Rating: 1500 · first AC: 2013-04-03 · last AC: 2013-04-03 · GNU C++ (first AC) · Tags: combinatorics
[shef_2318's solution](#)

244.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation
[shef_2318's solution](#)

245.

274A

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

Quality: 10,813 global accepts · Rating: 1500 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: binary search, greedy, sortings
[shef_2318's solution](#)

246.

273A

[Dima and Staircase](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: —
[shef_2318's solution](#)

247.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[shef_2318's solution](#)

248.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: dp, number theory
[shef_2318's solution](#)

249.

256A

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

Rating: 1500 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: binary search, dp, two pointers

[shef_2318's solution](#)

250.

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[shef_2318's solution](#)

251.

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[shef_2318's solution](#)

252.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2012-10-02 · GNU C++ (first AC) · Tags: brute force, two pointers

[shef_2318's solution](#)

253.

224B

[Array](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: bitmasks, implementation, two pointers

[shef_2318's solution](#)

254.

204A

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

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

[shef_2318's solution](#)

255.

204B

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

Quality: 5,909 global accepts · Rating: 1500 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: binary search, data structures

[shef_2318's solution](#)

256.

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: dp, games, greedy

[shef_2318's solution](#)

257.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2012-05-28 · GNU C++ (first AC) · Tags: dp

[shef_2318's solution](#)

258.

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2012-05-18 · GNU C++ (first AC) · Tags: dfs and similar

[shef_2318's solution](#)

259.

189C

[Permutations](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-05-15 · GNU C++ (first AC) · Tags: greedy, implementation

[shef_2318's solution](#)

260.

116D

[Lawnmower](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-04-30 · GNU C++ (first AC) · Tags: dp, greedy

[shef_2318's solution](#)

261.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2012-04-13 · GNU C++ (first AC) · Tags: dp, math, matrices

[shef_2318's solution](#)

262.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,860 global accepts · Rating: 1500 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: binary search, implementation

[shef_2318's solution](#)

263.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: *special, brute force, dp, strings

[shef_2318's solution](#)

264.

149C

[Division into Teams](#) · [Tutorial](#)

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2012-02-10 · GNU C++ (first AC) · Tags: greedy, math, sortings

[shef_2318's solution](#)

265.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2012-01-20 · GNU C++ (first AC) · Tags: implementation, strings

[shef_2318's solution](#)

266.

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2011-12-16 · GNU C++ (first AC) · Tags: sortings

[shef_2318's solution](#)

267.

1002D3

[Oracle for majority function](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 1600 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[shef_2318's solution](#)

268.

1002B3

[Distinguish four 2-qubit states](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 1600 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[shef_2318's solution](#)

269.

1002B2

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

Quality: 455 global accepts · Rating: 1600 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[shef_2318's solution](#)

270.

1001E

[Distinguish Bell states](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1600 · first AC: 2020-06-14 · Q# (first AC) · Tags: *special

[shef_2318's solution](#)

271.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[shef_2318's solution](#)

272.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,635 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[shef_2318's solution](#)

273.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[shef_2318's solution](#)

274.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[shef_2318's solution](#)

275.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[shef_2318's solution](#)

276.

1336A

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

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

[shef_2318's solution](#)

277.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[shef_2318's solution](#)

278.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[shef_2318's solution](#)

279.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · last AC: 2019-10-27 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[shef_2318's solution](#)

280.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[shef_2318's solution](#)

281.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[shef_2318's solution](#)

282.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[shef_2318's solution](#)

283.

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

[shef_2318's solution](#)

284.

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

[shef_2318's solution](#)

285.

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

[shef_2318's solution](#)

286.

626C

[Block Towers](#) · [Tutorial](#)

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

[shef_2318's solution](#)

287.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp

[shef_2318's solution](#)

288.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-24 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[shef_2318's solution](#)

289.

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

[shef_2318's solution](#)

290.

524A

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

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

[shef_2318's solution](#)

291.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math,

sortings

[shef_2318's solution](#)

292.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-10 · last AC: 2014-07-10 · GNU C++ (first AC) · Tags: greedy, math

[shef_2318's solution](#)

293.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dp

[shef_2318's solution](#)

294.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math

[shef_2318's solution](#)

295.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: dp, implementation

[shef_2318's solution](#)

296.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-27 · GNU C++ (first AC) · Tags: implementation, math

[shef_2318's solution](#)

297.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, greedy

[shef_2318's solution](#)

298.

380A

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

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: binary search, brute force

[shef_2318's solution](#)

299.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,053 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar

[shef_2318's solution](#)

300.

372A

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

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[shef_2318's solution](#)

301.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation

[shef_2318's solution](#)

302.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: binary search, math, sortings

[shef_2318's solution](#)

303.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: games, math, number theory

[shef_2318's solution](#)

304.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: math

[shef_2318's solution](#)

305.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: greedy, math, number theory

[shef_2318's solution](#)

306.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: greedy

[shef_2318's solution](#)

307.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-15 · GNU C++ (first AC) · Tags: brute force

[shef_2318's solution](#)

308.

314A

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

Quality: 2,172 global accepts · Rating: 1600 · first AC: 2013-06-07 · last AC: 2013-06-07 · GNU C++ (first AC) · Tags: implementation

[shef_2318's solution](#)

309.

305C

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

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2013-05-20 · GNU C++ (first AC) · Tags: greedy, implementation

[shef_2318's solution](#)

310.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[shef_2318's solution](#)

311.

283A

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

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2013-03-18 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[shef_2318's solution](#)

312.

273B

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

Rating: 1600 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: combinatorics

[shef_2318's solution](#)

313.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: greedy, math

[shef_2318's solution](#)

314.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[shef_2318's solution](#)

315.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs

[shef_2318's solution](#)

316.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy

[shef_2318's solution](#)

317.

244C

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

Rating: 1600 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, math

[shef_2318's solution](#)

318.

244B

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

Quality: 4,931 global accepts · Rating: 1600 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar

[shef_2318's solution](#)

319.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,648 global accepts · Rating: 1600 · first AC: 2012-10-26 · GNU C++ (first AC) · Tags: binary search, number theory, two pointers

[shef_2318's solution](#)

320.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: number theory

[shef_2318's solution](#)

321.

240A

[Cinema](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-17 · GNU C++ (first AC) · Tags: implementation

[shef_2318's solution](#)

322.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: brute force, geometry

[shef_2318's solution](#)

323.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[shef_2318's solution](#)

324.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: binary search, greedy, number theory

[shef_2318's solution](#)

325.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2012-09-01 · GNU C++ (first AC) · Tags: brute force, dp, greedy

[shef_2318's solution](#)

326.

125C

[Hobbits' Party](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 1600 · first AC: 2012-06-14 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[shef_2318's solution](#)

327.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: constructive algorithms, games, math

[shef_2318's solution](#)

328.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,490 global accepts · Rating: 1600 · first AC: 2012-05-24 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[shef_2318's solution](#)

329.

114C

[Grammar Lessons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-05-01 · GNU C++ (first AC) · Tags: implementation

[shef_2318's solution](#)

330.

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2012-04-15 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, two pointers

[shef_2318's solution](#)

331.

168C

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

Rating: 1600 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: implementation, math

[shef_2318's solution](#)

332.

157D

[Suspects](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: implementation

[shef_2318's solution](#)

333.

155D

[Colliders](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-02-26 · GNU C++ (first AC) · Tags: math, number theory

[shef_2318's solution](#)

334.

155C

[Hometask](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-02-25 · GNU C++ (first AC) · Tags: dp, greedy

[shef_2318's solution](#)

335.

151D

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

Rating: 1600 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: combinatorics, dsu, graphs, math

[shef_2318's solution](#)

336.

149B

[Martian Clock](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 1600 · first AC: 2012-02-10 · GNU C++ (first AC) · Tags: implementation

[shef_2318's solution](#)

337.

139B

[Wallpaper](#) · [Tutorial](#)

Quality: 1,460 global accepts · Rating: 1600 · first AC: 2011-12-24 · GNU C++ (first AC) · Tags: implementation, math

[shef_2318's solution](#)

338.

1002C1

[Distinguish zero state and plus state with minimum error](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 1700 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[shef_2318's solution](#)

339.

1001I

[Deutsch-Jozsa algorithm](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 1700 · first AC: 2020-06-14 · Q# (first AC) · Tags: *special

[shef_2318's solution](#)

340.

1361A

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

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

[shef_2318's solution](#)

341.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[shef_2318's solution](#)

342.

1336B

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

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

[shef_2318's solution](#)

343.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[shef_2318's solution](#)

344.

1329B

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

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

[shef_2318's solution](#)

345.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2019-11-23 · MS C++ 2017 (first AC) · Tags: constructive algorithms

[shef_2318's solution](#)

346.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[shef_2318's solution](#)

347.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[shef_2318's solution](#)

348.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[shef_2318's solution](#)

349.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · last AC: 2018-10-28 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[shef_2318's solution](#)

350.

769D

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

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[shef_2318's solution](#)

351.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[shef_2318's solution](#)

352.

685A

[Robbers' watch](#) · [Tutorial](#)

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

[shef_2318's solution](#)

353.

578A

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: geometry, math

[shef_2318's solution](#)

354.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-08-03 · GNU C++11 (first AC) · Tags: games, greedy, implementation, math

[shef_2318's solution](#)

355.

559B

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

Quality: 11,674 global accepts · Rating: 1700 · first AC: 2015-07-24 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[shef_2318's solution](#)

356.

524B

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

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

[shef_2318's solution](#)

357.

498A

[Crazy Town](#) · [Tutorial](#)

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

[shef_2318's solution](#)

358.

489D

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

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

[shef_2318's solution](#)

359.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: dp

[shef_2318's solution](#)

360.

360A

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

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

[shef_2318's solution](#)

361.

339C

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

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[shef_2318's solution](#)

362.

339D

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

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: data structures, trees

[shef_2318's solution](#)

363.

183B

[Zoo](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 1700 · first AC: 2013-06-22 · GNU C++ (first AC) · Tags: brute force, geometry

[shef_2318's solution](#)

364.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1700 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[shef_2318's solution](#)

365.

288C

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

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-03 · GNU C++ (first AC) · Tags: implementation, math

[shef_2318's solution](#)

366.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2012-12-29 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[shef_2318's solution](#)

367.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: dp, matrices

[shef_2318's solution](#)

368.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 1700 · first AC: 2012-09-17 · GNU C++ (first AC) · Tags: data structures, expression parsing, implementation

[shef_2318's solution](#)

369.

216D

[Spider's Web](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 1700 · first AC: 2012-09-13 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[shef_2318's solution](#)

370.

219D

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

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2012-09-02 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[shef_2318's solution](#)

371.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2012-07-31 · GNU C++ (first AC) · Tags: dfs and similar, greedy

[shef_2318's solution](#)

372.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2012-07-10 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[shef_2318's solution](#)

373.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,478 global accepts · Rating: 1700 · first AC: 2012-07-09 · GNU C++ (first AC) · Tags: dp

[shef_2318's solution](#)

374.

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2012-07-02 · GNU C++ (first AC) · Tags: constructive algorithms, math

[shef_2318's solution](#)

375.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2012-07-01 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[shef_2318's solution](#)

376.

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

[shef_2318's solution](#)

377.

199C

[About Bacteria](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-06-22 · GNU C++ (first AC) · Tags: math

[shef_2318's solution](#)

378.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2012-06-22 · GNU C++ (first AC) · Tags: implementation, math

[shef_2318's solution](#)

379.

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

[shef_2318's solution](#)

380.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2012-05-24 · GNU C++ (first AC) · Tags: dp, greedy

[shef_2318's solution](#)

381.

164A

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

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2012-04-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[shef_2318's solution](#)

382.

126B

[Password](#) · [Tutorial](#)

Quality: 24,769 global accepts · Rating: 1700 · first AC: 2012-04-23 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[shef_2318's solution](#)

383.

181D

[Word Cut](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: dp

[shef_2318's solution](#)

384.

163A

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

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-04-16 · GNU C++ (first AC) · Tags: dp

[shef_2318's solution](#)

385.

168B

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

Quality: 1,306 global accepts · Rating: 1700 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: implementation, strings

[shef_2318's solution](#)

386.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-12 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[shef_2318's solution](#)

387.

159E

[Zebra Tower](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 1700 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: *special, data structures, greedy, sortings

[shef_2318's solution](#)

388.

157C

[Message](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-03-01 · GNU C++ (first AC) · Tags: brute force, dp, strings

[shef_2318's solution](#)

389.

1002C2

[Distinguish zero state and plus state without errors](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 1800 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[shef_2318's solution](#)

390.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[shef_2318's solution](#)

391.

1338B

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

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

[shef_2318's solution](#)

392.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[shef_2318's solution](#)

393.

1326D2

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

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

[shef_2318's solution](#)

394.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-27 · last AC: 2018-09-27 · GNU C++11 (first AC) · Tags: number theory

[shef_2318's solution](#)

395.

688D

[Remainders Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[shef_2318's solution](#)

396.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[shef_2318's solution](#)

397.

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

[shef_2318's solution](#)

398.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, expression parsing,

greedy, math

[shef_2318's solution](#)

399.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, probabilities

[shef_2318's solution](#)

400.

533E

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

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-08-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[shef_2318's solution](#)

401.

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

[shef_2318's solution](#)

402.

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

[shef_2318's solution](#)

403.

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

[shef_2318's solution](#)

404.

452B

[4-point polyline](#) · [Tutorial](#)

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

[shef_2318's solution](#)

405.

436C

[Dungeons and Candies](#) · [Tutorial](#)

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

[shef_2318's solution](#)

406.

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2014-04-24 · GNU C++ (first AC) · Tags: implementation

[shef_2318's solution](#)

407.

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory

[shef_2318's solution](#)

408.

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2013-12-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[shef_2318's solution](#)

409.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2013-11-15 · GNU C++ (first AC) · Tags: binary search, greedy
[shef_2318's solution](#)

410.

351A

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

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math
[shef_2318's solution](#)

411.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: greedy
[shef_2318's solution](#)

412.

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2013-07-13 · GNU C++ (first AC) · Tags: binary search, math
[shef_2318's solution](#)

413.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees
[shef_2318's solution](#)

414.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,013 global accepts · Rating: 1800 · first AC: 2013-02-12 · GNU C++ (first AC) · Tags: data structures, strings
[shef_2318's solution](#)

415.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 1800 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[shef_2318's solution](#)

416.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2013-01-08 · GNU C++ (first AC) · Tags: brute force, geometry, math
[shef_2318's solution](#)

417.

254C

[Anagram](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1800 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: greedy, strings
[shef_2318's solution](#)

418.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: dp, hashing, strings
[shef_2318's solution](#)

419.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2012-11-14 · GNU C++ (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths
[shef_2318's solution](#)

420.

240B

[Fence](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-10-17 · GNU C++ (first AC) · Tags: dp

[shef_2318's solution](#)

421.

222C

[Reducing Fractions](#) · [Tutorial](#)

Quality: 2,926 global accepts · Rating: 1800 · first AC: 2012-09-11 · GNU C++ (first AC) · Tags: implementation, math, number theory, sortings

[shef_2318's solution](#)

422.

220B

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

Quality: 12,886 global accepts · Rating: 1800 · first AC: 2012-09-01 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[shef_2318's solution](#)

423.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,418 global accepts · Rating: 1800 · first AC: 2012-07-10 · GNU C++ (first AC) · Tags: binary search, number theory

[shef_2318's solution](#)

424.

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: math, ternary search

[shef_2318's solution](#)

425.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2012-06-28 · GNU C++ (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[shef_2318's solution](#)

426.

200D

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

Quality: 1,054 global accepts · Rating: 1800 · first AC: 2012-06-26 · GNU C++ (first AC) · Tags: binary search, brute force, expression parsing, implementation

[shef_2318's solution](#)

427.

200C

[Football Championship](#) · [Tutorial](#)

Quality: 1,108 global accepts · Rating: 1800 · first AC: 2012-06-26 · GNU C++ (first AC) · Tags: brute force, implementation

[shef_2318's solution](#)

428.

195C

[Try and Catch](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 1800 · first AC: 2012-06-11 · GNU C++ (first AC) · Tags: expression parsing, implementation

[shef_2318's solution](#)

429.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2012-06-05 · GNU C++ (first AC) · Tags: dp, greedy

[shef_2318's solution](#)

430.

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2012-05-17 · GNU C++ (first AC) · Tags: geometry

[shef_2318's solution](#)

431.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2012-05-12 · GNU C++ (first AC) · Tags: dp, shortest paths

[shef_2318's solution](#)

432.

186D

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

Rating: 1800 · first AC: 2012-05-04 · last AC: 2012-05-04 · GNU C++ (first AC) · Tags: math, number theory, probabilities

[shef_2318's solution](#)

433.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2012-05-03 · GNU C++ (first AC) · Tags: greedy

[shef_2318's solution](#)

434.

182E

[Wooden Fence](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1800 · first AC: 2012-04-25 · GNU C++ (first AC) · Tags: dp

[shef_2318's solution](#)

435.

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: binary search, dp, two pointers

[shef_2318's solution](#)

436.

174C

[Range Increments](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 1800 · first AC: 2012-04-13 · GNU C++ (first AC) · Tags: data structures, greedy

[shef_2318's solution](#)

437.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[shef_2318's solution](#)

438.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2012-03-12 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[shef_2318's solution](#)

439.

143D

[Help General](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: graph matchings, greedy, math

[shef_2318's solution](#)

440.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[shef_2318's solution](#)

441.

67D

[Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[shef_2318's solution](#)

442.

1361B

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[shef_2318's solution](#)

443.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[shef_2318's solution](#)

444.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,172 global accepts · Rating: 1900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[shef_2318's solution](#)

445.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[shef_2318's solution](#)

446.

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[shef_2318's solution](#)

447.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[shef_2318's solution](#)

448.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[shef_2318's solution](#)

449.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[shef_2318's solution](#)

450.

688E

[The Values You Can Make](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

[shef_2318's solution](#)

451.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

[shef_2318's solution](#)

452.

685B

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

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees
[shef_2318's solution](#)

453.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers
[shef_2318's solution](#)

454.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings
[shef_2318's solution](#)

455.

613A

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

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-01-14 · last AC: 2016-01-14 · MS C++ (first AC) · Tags: binary search, geometry, ternary search
[shef_2318's solution](#)

456.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers
[shef_2318's solution](#)

457.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,312 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp
[shef_2318's solution](#)

458.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2015-08-28 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu
[shef_2318's solution](#)

459.

524C

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

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: binary search, sortings
[shef_2318's solution](#)

460.

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: dp
[shef_2318's solution](#)

461.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[shef_2318's solution](#)

462.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-20 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[shef_2318's solution](#)

463.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: greedy, implementation

[shef_2318's solution](#)

464.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2014-04-25 · GNU C++ (first AC) · Tags: data structures, graphs, implementation, two pointers

[shef_2318's solution](#)

465.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[shef_2318's solution](#)

466.

372B

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

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: brute force, divide and conquer, dp

[shef_2318's solution](#)

467.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 1900 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: binary search, data structures

[shef_2318's solution](#)

468.

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2013-11-09 · GNU C++ (first AC) · Tags: math, number theory

[shef_2318's solution](#)

469.

356B

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

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2013-11-02 · GNU C++ (first AC) · Tags: implementation, math

[shef_2318's solution](#)

470.

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2013-06-17 · GNU C++ (first AC) · Tags: dp, games, greedy, number theory

[shef_2318's solution](#)

471.

57C

[Array](#) · [Tutorial](#)

Quality: 4,006 global accepts · Rating: 1900 · first AC: 2013-05-09 · GNU C++ (first AC) · Tags: combinatorics, math

[shef_2318's solution](#)

472.

294C

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

Quality: 4,355 global accepts · Rating: 1900 · first AC: 2013-04-07 · GNU C++ (first AC) · Tags: combinatorics, number theory

[shef_2318's solution](#)

473.

261B

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

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: dp, math, probabilities

[shef_2318's solution](#)

474.

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp

[shef_2318's solution](#)

475.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2012-10-13 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math

[shef_2318's solution](#)

476.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2012-10-04 · GNU C++ (first AC) · Tags: combinatorics, graphs, math

[shef_2318's solution](#)

477.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: greedy

[shef_2318's solution](#)

478.

224D

[Two Strings](#) · [Tutorial](#)

Rating: 1900 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: data structures, strings

[shef_2318's solution](#)

479.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: 1900 · first AC: 2012-09-12 · GNU C++ (first AC) · Tags: dp, matrices

[shef_2318's solution](#)

480.

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[shef_2318's solution](#)

481.

215D

[Hot Days](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 1900 · first AC: 2012-08-06 · GNU C++ (first AC) · Tags: greedy

[shef_2318's solution](#)

482.

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2012-08-05 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[shef_2318's solution](#)

483.

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1900 · first AC: 2012-08-05 · GNU C++ (first AC) · Tags: dfs and similar, dp

[shef_2318's solution](#)

484.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2012-07-31 · GNU C++ (first AC) · Tags: combinatorics, dp

[shef_2318's solution](#)

485.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2012-07-02 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[shef_2318's solution](#)

486.

63D

[Dividing Island](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2012-07-02 · GNU C++ (first AC) · Tags: constructive algorithms

[shef_2318's solution](#)

487.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,387 global accepts · Rating: 1900 · first AC: 2012-06-21 · GNU C++ (first AC) · Tags: shortest paths

[shef_2318's solution](#)

488.

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2012-06-15 · GNU C++ (first AC) · Tags: greedy

[shef_2318's solution](#)

489.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2012-06-14 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[shef_2318's solution](#)

490.

41E

[3-cycles](#) · [Tutorial](#)

Quality: 2,227 global accepts · Rating: 1900 · first AC: 2012-06-13 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, greedy

[shef_2318's solution](#)

491.

195D

[Analyzing Polyline](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 1900 · first AC: 2012-06-11 · GNU C++ (first AC) · Tags: geometry, math, sortings

[shef_2318's solution](#)

492.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2012-05-31 · GNU C++ (first AC) · Tags: binary search, data structures, number theory

[shef_2318's solution](#)

493.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2012-05-28 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[shef_2318's solution](#)

494.

180D

[Name](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 1900 · first AC: 2012-05-25 · GNU C++ (first AC) · Tags: greedy, strings

[shef_2318's solution](#)

495.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,823 global accepts · Rating: 1900 · first AC: 2012-05-23 · GNU C++ (first AC) · Tags: dp

[shef_2318's solution](#)

496.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2012-05-21 · GNU C++ (first AC) · Tags: dp, dsu, trees

[shef_2318's solution](#)

497.

110E

[Lucky Tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2012-05-21 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, trees

[shef_2318's solution](#)

498.

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2012-05-17 · GNU C++ (first AC) · Tags: two pointers

[shef_2318's solution](#)

499.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2012-05-13 · GNU C++ (first AC) · Tags: dsu, graphs, trees

[shef_2318's solution](#)

500.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2012-02-08 · GNU C++ (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[shef_2318's solution](#)

501.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2012-02-05 · GNU C++ (first AC) · Tags: dp

[shef_2318's solution](#)

502.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-03-25 · last AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[shef_2318's solution](#)

503.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[shef_2318's solution](#)

504.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[shef_2318's solution](#)

505.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[shef_2318's solution](#)

506.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[shef_2318's solution](#)

507.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[shef_2318's solution](#)

508.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[shef_2318's solution](#)

509.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[shef_2318's solution](#)

510.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[shef_2318's solution](#)

511.

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

[shef_2318's solution](#)

512.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-26 · last AC: 2016-02-27 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math

[shef_2318's solution](#)

513.

579E

[Weakness and Poorness](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: ternary search

[shef_2318's solution](#)

514.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-23 · last AC: 2015-09-23 · GNU C++11 (first AC) · Tags: ternary search

[shef_2318's solution](#)

515.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-08-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[shef_2318's solution](#)

516.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: *special, data structures
[shef_2318's solution](#)

517.

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
[shef_2318's solution](#)

518.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-01-17 · GNU C++ (first AC) · Tags: binary search, data structures, math
[shef_2318's solution](#)

519.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-22 · GNU C++ (first AC) · Tags: dp, strings
[shef_2318's solution](#)

520.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: brute force, geometry
[shef_2318's solution](#)

521.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees
[shef_2318's solution](#)

522.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2014-01-14 · GNU C++ (first AC) · Tags: data structures, schedules
[shef_2318's solution](#)

523.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp
[shef_2318's solution](#)

524.

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2000 · first AC: 2013-12-09 · last AC: 2013-12-09 · GNU C++ (first AC) · Tags: greedy, math, two pointers
[shef_2318's solution](#)

525.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2013-11-11 · GNU C++ (first AC) · Tags: binary search, dp
[shef_2318's solution](#)

526.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2013-11-08 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, math, two pointers
[shef_2318's solution](#)

527.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2013-10-27 · GNU C++ (first AC) · Tags: constructive algorithms, dp
[shef_2318's solution](#)

528.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: dp, strings
[shef_2318's solution](#)

529.

341C

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

Rating: 2000 · first AC: 2013-09-08 · GNU C++ (first AC) · Tags: combinatorics, dp, math
[shef_2318's solution](#)

530.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees
[shef_2318's solution](#)

531.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2013-06-15 · GNU C++ (first AC) · Tags: brute force, implementation
[shef_2318's solution](#)

532.

314C

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

Quality: 2,004 global accepts · Rating: 2000 · first AC: 2013-06-10 · GNU C++ (first AC) · Tags: data structures, dp
[shef_2318's solution](#)

533.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2013-05-08 · last AC: 2013-05-09 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[shef_2318's solution](#)

534.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2012-12-23 · last AC: 2012-12-23 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp, math
[shef_2318's solution](#)

535.

244D

[Hydra](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: —
[shef_2318's solution](#)

536.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 2000 · first AC: 2012-11-14 · last AC: 2012-11-14 · GNU C++ (first AC) · Tags: bitmasks, data structures
[shef_2318's solution](#)

537.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2012-10-26 · GNU C++ (first AC) · Tags: flows, graphs
[shef_2318's solution](#)

538.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2012-07-09 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[shef_2318's solution](#)

539.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2012-06-30 · GNU C++ (first AC) · Tags: dp

[shef_2318's solution](#)

540.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2012-06-14 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[shef_2318's solution](#)

541.

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2012-06-11 · GNU C++ (first AC) · Tags: data structures, dsu, graphs

[shef_2318's solution](#)

542.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2012-06-04 · GNU C++ (first AC) · Tags: brute force

[shef_2318's solution](#)

543.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2012-05-30 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, trees

[shef_2318's solution](#)

544.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2012-05-19 · GNU C++ (first AC) · Tags: data structures, implementation, strings

[shef_2318's solution](#)

545.

189E

[Weak Memory](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-05-10 · GNU C++ (first AC) · Tags: binary search, shortest paths

[shef_2318's solution](#)

546.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2012-05-03 · GNU C++ (first AC) · Tags: combinatorics, dp

[shef_2318's solution](#)

547.

114D

[Petr#](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-05-01 · GNU C++ (first AC) · Tags: data structures, hashing, string suffix structures, strings

[shef_2318's solution](#)

548.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2012-04-17 · GNU C++ (first AC) · Tags: binary search

[shef_2318's solution](#)

549.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2012-04-12 · GNU C++ (first AC) · Tags: combinatorics, dp

[shef_2318's solution](#)

550.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · last AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[shef_2318's solution](#)

551.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[shef_2318's solution](#)

552.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[shef_2318's solution](#)

553.

1266E

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

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[shef_2318's solution](#)

554.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-07 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, sortings

[shef_2318's solution](#)

555.

1070E

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

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[shef_2318's solution](#)

556.

838B

[Diverging Directions](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2100 · first AC: 2019-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[shef_2318's solution](#)

557.

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-11-25 · last AC: 2018-11-25 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, strings

[shef_2318's solution](#)

558.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[shef_2318's solution](#)

559.

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
[shef_2318's solution](#)

560.

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
[shef_2318's solution](#)

561.

498C

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

Quality: 4,189 global accepts · Rating: 2100 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: flows, graph matchings, number theory
[shef_2318's solution](#)

562.

497C

[Distributing Parts](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-12-20 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[shef_2318's solution](#)

563.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2014-11-18 · last AC: 2014-11-18 · GNU C++ (first AC) · Tags: combinatorics, dp
[shef_2318's solution](#)

564.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 2100 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: data structures, math, number theory
[shef_2318's solution](#)

565.

475C

[Kamal-ol-molk's Painting](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: 2100 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy
[shef_2318's solution](#)

566.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-07 · last AC: 2014-09-07 · GNU C++ (first AC) · Tags: dp
[shef_2318's solution](#)

567.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities
[shef_2318's solution](#)

568.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-13 · last AC: 2013-12-13 · GNU C++ (first AC) · Tags: data structures, dp, math
[shef_2318's solution](#)

569.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2013-10-31 · GNU C++ (first AC) · Tags: brute force, dp, number theory
[shef_2318's solution](#)

570.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: dfs and similar, number theory, trees
[shef_2318's solution](#)

571.

333D

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

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2013-07-27 · last AC: 2013-07-27 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings
[shef_2318's solution](#)

572.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 2100 · first AC: 2013-05-31 · GNU C++ (first AC) · Tags: dp
[shef_2318's solution](#)

573.

309B

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

Quality: 818 global accepts · Rating: 2100 · first AC: 2013-05-27 · GNU C++ (first AC) · Tags: dp, two pointers
[shef_2318's solution](#)

574.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[shef_2318's solution](#)

575.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2013-03-19 · GNU C++ (first AC) · Tags: dp
[shef_2318's solution](#)

576.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2013-02-03 · GNU C++ (first AC) · Tags: constructive algorithms, flows, graphs, greedy
[shef_2318's solution](#)

577.

268E

[Playlist](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 2100 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: math, probabilities, sortings
[shef_2318's solution](#)

578.

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2013-01-23 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math
[shef_2318's solution](#)

579.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2012-11-14 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy
[shef_2318's solution](#)

580.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2012-10-08 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees
[shef_2318's solution](#)

581.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2012-10-03 · GNU C++ (first AC) · Tags: dp, greedy, two pointers

[shef_2318's solution](#)

582.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[shef_2318's solution](#)

583.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2012-09-21 · GNU C++ (first AC) · Tags: math, number theory

[shef_2318's solution](#)

584.

217B

[Blackboard Fibonacci](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2012-08-29 · GNU C++ (first AC) · Tags: brute force, math

[shef_2318's solution](#)

585.

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[shef_2318's solution](#)

586.

12E

[Start of the session](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2100 · first AC: 2012-07-02 · GNU C++ (first AC) · Tags: constructive algorithms

[shef_2318's solution](#)

587.

81D

[Polycarp's Picture Gallery](#) · [Tutorial](#)

Quality: 805 global accepts · Rating: 2100 · first AC: 2012-06-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[shef_2318's solution](#)

588.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2012-05-18 · last AC: 2012-05-18 · GNU C++ (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[shef_2318's solution](#)

589.

178D3

[Magic Squares](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2100 · first AC: 2012-05-02 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

590.

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2012-04-19 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[shef_2318's solution](#)

591.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2012-01-30 · GNU C++ (first AC) · Tags: brute force, data structures, sortings

[shef_2318's solution](#)

592.

146E

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

Quality: 2100 · first AC: 2012-01-24 · last AC: 2012-01-24 · GNU C++ (first AC) · Tags: combinatorics, dp

[shef_2318's solution](#)

593.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[shef_2318's solution](#)

594.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[shef_2318's solution](#)

595.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2019-11-23 · MS C++ 2017 (first AC) · Tags: dp

[shef_2318's solution](#)

596.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[shef_2318's solution](#)

597.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[shef_2318's solution](#)

598.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[shef_2318's solution](#)

599.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs

[shef_2318's solution](#)

600.

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

[shef_2318's solution](#)

601.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-08 · last AC: 2016-03-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[shef_2318's solution](#)

602.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-07-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[shef_2318's solution](#)

603.

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
[shef_2318's solution](#)

604.

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
[shef_2318's solution](#)

605.

526D

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

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings
[shef_2318's solution](#)

606.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2014-04-25 · GNU C++ (first AC) · Tags: data structures
[shef_2318's solution](#)

607.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-03-27 · GNU C++ (first AC) · Tags: dfs and similar, geometry, trees
[shef_2318's solution](#)

608.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2013-12-05 · GNU C++ (first AC) · Tags: binary search, data structures
[shef_2318's solution](#)

609.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2013-11-22 · GNU C++ (first AC) · Tags: dp, greedy
[shef_2318's solution](#)

610.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2013-07-25 · GNU C++ (first AC) · Tags: data structures, greedy, sortings
[shef_2318's solution](#)

611.

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2013-06-21 · GNU C++ (first AC) · Tags: dfs and similar
[shef_2318's solution](#)

612.

73D

[FreeDiv](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2200 · first AC: 2013-05-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy
[shef_2318's solution](#)

613.

301D

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

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2013-05-06 · GNU C++ (first AC) · Tags: data structures

[shef_2318's solution](#)

614.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[shef_2318's solution](#)

615.

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2012-09-21 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[shef_2318's solution](#)

616.

70C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2012-09-07 · GNU C++ (first AC) · Tags: binary search, data structures, sortings, two pointers

[shef_2318's solution](#)

617.

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2012-05-20 · GNU C++ (first AC) · Tags: data structures, greedy

[shef_2318's solution](#)

618.

114E

[Double Happiness](#) · [Tutorial](#)

Rating: 2200 · first AC: 2012-05-11 · GNU C++ (first AC) · Tags: math, number theory

[shef_2318's solution](#)

619.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2012-04-13 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[shef_2318's solution](#)

620.

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[shef_2318's solution](#)

621.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[shef_2318's solution](#)

622.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[shef_2318's solution](#)

623.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
[shef_2318's solution](#)

624.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory
[shef_2318's solution](#)

625.

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2019-10-19 · last AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[shef_2318's solution](#)

626.

838E

[Convex Countour](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2300 · first AC: 2019-08-11 · last AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp
[shef_2318's solution](#)

627.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-08-28 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[shef_2318's solution](#)

628.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2014-07-09 · GNU C++ (first AC) · Tags: probabilities
[shef_2318's solution](#)

629.

425C

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

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-04-28 · GNU C++ (first AC) · Tags: data structures, dp
[shef_2318's solution](#)

630.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: binary search, data structures, hashing
[shef_2318's solution](#)

631.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-03-29 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[shef_2318's solution](#)

632.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: combinatorics, dp
[shef_2318's solution](#)

633.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2013-11-15 · GNU C++ (first AC) · Tags: flows, graphs, shortest paths

[shef_2318's solution](#)

634.

212B

[Polycarpus is Looking for Good Substrings](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2300 · first AC: 2013-06-24 · GNU C++0x (first AC) · Tags: bitmasks, hashing, implementation

[shef_2318's solution](#)

635.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2013-06-17 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer

[shef_2318's solution](#)

636.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2013-06-16 · GNU C++ (first AC) · Tags: dp, games

[shef_2318's solution](#)

637.

305E

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

Quality: 731 global accepts · Rating: 2300 · first AC: 2013-05-21 · GNU C++ (first AC) · Tags: games

[shef_2318's solution](#)

638.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2013-04-08 · last AC: 2013-04-08 · GNU C++ (first AC) · Tags: dp, trees

[shef_2318's solution](#)

639.

77D

[Domino Carpet](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: dp, implementation

[shef_2318's solution](#)

640.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2012-05-18 · GNU C++ (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[shef_2318's solution](#)

641.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2012-05-03 · last AC: 2012-05-03 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation

[shef_2318's solution](#)

642.

155E

[Double Profiles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2012-02-27 · GNU C++ (first AC) · Tags: hashing, sortings

[shef_2318's solution](#)

643.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[shef_2318's solution](#)

644.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[shef_2318's solution](#)

645.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[shef_2318's solution](#)

646.

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

[shef_2318's solution](#)

647.

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

[shef_2318's solution](#)

648.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: binary search, math, ternary search

[shef_2318's solution](#)

649.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-08-03 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[shef_2318's solution](#)

650.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-05 · GNU C++11 (first AC) · Tags: dp, implementation

[shef_2318's solution](#)

651.

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

[shef_2318's solution](#)

652.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: data structures, math, number theory

[shef_2318's solution](#)

653.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2014-07-08 · last AC: 2014-07-08 · GNU C++ (first AC) · Tags: data structures

[shef_2318's solution](#)

654.

350D

[Looking for Owls](#) · [Tutorial](#)

Quality: 296 global accepts · Rating: 2400 · first AC: 2013-11-10 · last AC: 2013-11-10 · GNU C++ (first AC) · Tags: binary search, data structures, geometry, hashing, sortings

[shef_2318's solution](#)

655.

359E

[Neatness](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2400 · first AC: 2013-11-08 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar
[shef_2318's solution](#)

656.

332D

[Theft of Blueprints](#) · [Tutorial](#)

Quality: 417 global accepts · Rating: 2400 · first AC: 2013-07-24 · FPC (first AC) · Tags: graphs, math
[shef_2318's solution](#)

657.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2013-07-20 · last AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms
[shef_2318's solution](#)

658.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2013-06-18 · GNU C++ (first AC) · Tags: flows, trees
[shef_2318's solution](#)

659.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2013-05-25 · GNU C++ (first AC) · Tags: math, number theory
[shef_2318's solution](#)

660.

288D

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

Quality: 838 global accepts · Rating: 2400 · first AC: 2013-04-06 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, trees
[shef_2318's solution](#)

661.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2013-01-06 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees
[shef_2318's solution](#)

662.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2012-12-20 · last AC: 2012-12-20 · GNU C++ (first AC) · Tags: data structures
[shef_2318's solution](#)

663.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: dp, math, number theory
[shef_2318's solution](#)

664.

74D

[Hanger](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2012-07-07 · GNU C++ (first AC) · Tags: data structures
[shef_2318's solution](#)

665.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2012-05-08 · GNU C++ (first AC) · Tags: data structures
[shef_2318's solution](#)

666.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: interactive
[shef_2318's solution](#)

667.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-26 · last AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math
[shef_2318's solution](#)

668.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dp
[shef_2318's solution](#)

669.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2014-03-31 · last AC: 2014-03-31 · GNU C++ (first AC) · Tags: brute force, combinatorics, implementation, math
[shef_2318's solution](#)

670.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: brute force, data structures
[shef_2318's solution](#)

671.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings
[shef_2318's solution](#)

672.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2013-06-11 · GNU C++ (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers
[shef_2318's solution](#)

673.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2012-07-07 · GNU C++ (first AC) · Tags: dp, dsu, graphs
[shef_2318's solution](#)

674.

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: hashing, strings
[shef_2318's solution](#)

675.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math
[shef_2318's solution](#)

676.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-04-16 · last AC: 2016-04-16 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp
[shef_2318's solution](#)

677.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[shef_2318's solution](#)

678.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2013-06-13 · last AC: 2013-06-13 · GNU C++ (first AC) · Tags: data structures, math
[shef_2318's solution](#)

679.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: dp, math, number theory
[shef_2318's solution](#)

680.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2014-12-23 · last AC: 2014-12-23 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, trees
[shef_2318's solution](#)

681.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2014-04-05 · GNU C++ (first AC) · Tags: dp, hashing
[shef_2318's solution](#)

682.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2014-01-23 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer, dp
[shef_2318's solution](#)

683.

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2013-12-07 · GNU C++ (first AC) · Tags: bitmasks, dp, math
[shef_2318's solution](#)

684.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2013-11-07 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[shef_2318's solution](#)

685.

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, greedy
[shef_2318's solution](#)

686.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2013-11-22 · last AC: 2013-11-22 · GNU C++ (first AC) · Tags: brute force, math, probabilities

[shef_2318's solution](#)

687.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: dsu

[shef_2318's solution](#)

688.

217D

[Bitonix' Patrol](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 2900 · first AC: 2013-06-20 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, math

[shef_2318's solution](#)

689.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

690.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

691.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

692.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

693.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[shef_2318's solution](#)

694.

103091D

[Hedgehog Grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

695.

103091I

[Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · last AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

696.

103091E

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

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

697.

103091B

[Dots and Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

698.

103091C

[Meta Frequency](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

699.

103091H

[War](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

700.

103091A

[Happy XOR, Sad XOR](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

701.

103091J

[Valid Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

702.

103091N

[Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

703.

103091K

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

704.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: *special, implementation

[shef_2318's solution](#)

705.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: *special, math, number theory

[shef_2318's solution](#)

706.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: *special

[shef_2318's solution](#)

707.

102006G

[Is Topo Logical?](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

708.

102006F

[Pretests](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

709.

102006H

[Bugged System](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[shef_2318's solution](#)

710.

102006I

[Rise of the Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[shef_2318's solution](#)

711.

102006C

[Portals](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[shef_2318's solution](#)

712.

102006B

[Binary Hamming](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[shef_2318's solution](#)

713.

102006A

[Hello SCPC 2018!](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[shef_2318's solution](#)

714.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-10 · last AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[shef_2318's solution](#)

715.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[shef_2318's solution](#)

716.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[shef_2318's solution](#)

717.

102411J

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

Rating: — · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[shef_2318's solution](#)

718.

102411M

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

Rating: — · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[shef_2318's solution](#)

719.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

720.

102411H

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

Rating: — · first AC: 2019-11-10 · MS C++ 2017 (first AC) · Tags: —

[shef_2318's solution](#)

721.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[shef_2318's solution](#)

722.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

723.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

724.

101630A

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

Rating: — · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

725.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

726.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

727.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

728.

102346F

[Forests in Danger](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

729.

102346I

[Interplanetary](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

730.

102346J

[Jar of Water Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

731.

102346G

[Getting Confidence](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

732.

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

733.

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

734.

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

735.

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

736.

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

737.

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

738.

101243F

[Vitamins](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · last AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

739.

101243E

[Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

740.

101243J

[Architect of Your Own Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

741.

101243H

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · Python 3 (first AC) · Tags: —

[shef_2318's solution](#)

742.

101243D

[Weather Station](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

743.

101243A

[Fried Fish](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

744.

101243G

[Sphenic numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

745.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · MS C++ 2017 (first AC) · Tags: —

[shef_2318's solution](#)

746.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

747.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

748.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

749.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

750.

102392C

[Find the Array](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

751.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

752.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · MS C++ 2017 (first AC) · Tags: —

[shef_2318's solution](#)

753.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · MS C++ 2017 (first AC) · Tags: —

[shef_2318's solution](#)

754.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · MS C++ 2017 (first AC) · Tags: —

[shef_2318's solution](#)

755.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · MS C++ 2017 (first AC) · Tags: —

[shef_2318's solution](#)

756.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · MS C++ 2017 (first AC) · Tags: —

[shef_2318's solution](#)

757.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · MS C++ 2017 (first AC) · Tags: —

[shef_2318's solution](#)

758.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · MS C++ 2017 (first AC) · Tags: —

[shef_2318's solution](#)

759.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-05 · MS C++ 2017 (first AC) · Tags: —

[shef_2318's solution](#)

760.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-05 · MS C++ 2017 (first AC) · Tags: —

[shef_2318's solution](#)

761.

101612L

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

Rating: — · first AC: 2019-10-05 · MS C++ 2017 (first AC) · Tags: —

[shef_2318's solution](#)

762.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-05 · MS C++ 2017 (first AC) · Tags: —

[shef_2318's solution](#)

763.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-05 · MS C++ 2017 (first AC) · Tags: —

[shef_2318's solution](#)

764.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-05 · MS C++ (first AC) · Tags: —

[shef_2318's solution](#)

765.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-05 · MS C++ 2017 (first AC) · Tags: —

[shef_2318's solution](#)

766.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-28 · last AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[shef_2318's solution](#)

767.

101611H

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

Rating: — · first AC: 2019-09-28 · MS C++ 2017 (first AC) · Tags: —

[shef_2318's solution](#)

768.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-28 · MS C++ 2017 (first AC) · Tags: —

[shef_2318's solution](#)

769.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-28 · MS C++ 2017 (first AC) · Tags: —

[shef_2318's solution](#)

770.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-28 · MS C++ 2017 (first AC) · Tags: —

[shef_2318's solution](#)

771.

101611A

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

Rating: — · first AC: 2019-09-28 · MS C++ 2017 (first AC) · Tags: —

[shef_2318's solution](#)

772.

101611D

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

Rating: — · first AC: 2019-09-28 · MS C++ 2017 (first AC) · Tags: —

[shef_2318's solution](#)

773.

1164R

[Divisible by 83 \(3 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[shef_2318's solution](#)

774.

1164I

[Maximum Value \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[shef_2318's solution](#)

775.

1164H

[Circle Radius \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[shef_2318's solution](#)

776.

1164G

[Find Number \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[shef_2318's solution](#)

777.

1164E

[Least Possible Difference \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[shef_2318's solution](#)

778.

1164D

[Multiple of 29 \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[shef_2318's solution](#)

779.

1164C

[7-digit Number \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[shef_2318's solution](#)

780.

1164B

[Triangle Area \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[shef_2318's solution](#)

781.

1164A

[Three Friends \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[shef_2318's solution](#)

782.

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-27 · MS C++ (first AC) · Tags: —

[shef_2318's solution](#)

783.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-27 · MS C++ (first AC) · Tags: —

[shef_2318's solution](#)

784.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-27 · Python 2 (first AC) · Tags: —

[shef_2318's solution](#)

785.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-27 · MS C++ (first AC) · Tags: —

[shef_2318's solution](#)

786.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-27 · MS C++ (first AC) · Tags: —

[shef_2318's solution](#)

787.

100714I

[Interest Targeting](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-08 · MS C++ (first AC) · Tags: —

[shef_2318's solution](#)

788.

100714L

[Lanes](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-08 · MS C++ (first AC) · Tags: —

[shef_2318's solution](#)

789.

100714A

[Alien Visit](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-08 · MS C++ (first AC) · Tags: —

[shef_2318's solution](#)

790.

100714F

[Finance](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-08 · MS C++ (first AC) · Tags: —

[shef_2318's solution](#)

791.

100714K

[KMC Attacks](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-08 · MS C++ (first AC) · Tags: —

[shef_2318's solution](#)

792.

100714D

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-08 · MS C++ (first AC) · Tags: —

[shef_2318's solution](#)

793.

100714J

[Joke](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-08 · Python 2 (first AC) · Tags: —

[shef_2318's solution](#)

794.

100714C

[Contest](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-08 · MS C++ (first AC) · Tags: —

[shef_2318's solution](#)

795.

100714H

[Hometask](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-08 · MS C++ (first AC) · Tags: —

[shef_2318's solution](#)

796.

100162B

[Circle of Stones](#) · [Tutorial](#)

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

[shef_2318's solution](#)

797.

100162H

[Temperature](#) · [Tutorial](#)

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

[shef_2318's solution](#)

798.

100162F

[Longest Two Graphs Common String](#) · [Tutorial](#)

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

[shef_2318's solution](#)

799.

100965F

[Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

800.

100965D

[Invisible points](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

801.

100965K

[Language](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

802.

100965I

[Prime](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

803.

100965A

[Alpinism](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

804.

100965B

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

805.

100279C

[Maze](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-30 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

806.

100279E

[PublicBank](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-30 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

807.

100279F

[Airport](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-30 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

808.

100279A

[Cinderella at the pigeon-loft](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-30 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

809.

100279B

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-30 · Java 8 (first AC) · Tags: —

[shef_2318's solution](#)

810.

100512C

[Comparator Networks](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

811.

100512J

[Journey Planner](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

812.

100512G

[Grand Tour](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

813.

100512D

[Dynamic LCA](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

814.

100512B

[Betting Fast](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

815.

100512F

[Funny Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

816.

100554F

[Fiber-optic Network](#) · [Tutorial](#)

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

[shef_2318's solution](#)

817.

100554H

[Hierarchical Notation](#) · [Tutorial](#)

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

[shef_2318's solution](#)

818.

100554B

[Building Fire Stations](#) · [Tutorial](#)

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

[shef_2318's solution](#)

819.

100554K

[Known Notation](#) · [Tutorial](#)

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

[shef_2318's solution](#)

820.

100554D

[Domination](#) · [Tutorial](#)

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

[shef_2318's solution](#)

821.

100554I

[Information Entropy](#) · [Tutorial](#)

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

[shef_2318's solution](#)

822.

100554A

[Average Score](#) · [Tutorial](#)

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

[shef_2318's solution](#)

823.

100016A

[King's Assassination](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

824.

100016I

[Lies, Damned Lies and Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

825.

100016E

[Map Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

826.

100016D

[Group Stage](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

827.

100016J

[Taxi](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

828.

100297E

[Nu, pogodi! \(Well, Just You Wait\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

829.

100297F

[Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-04 · Java 8 (first AC) · Tags: —

[shef_2318's solution](#)

830.

100297G

[Socks](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

831.

100297H

[Splitting of the telephone number](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-04 · Java 8 (first AC) · Tags: —

[shef_2318's solution](#)

832.

100297A

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

833.

100585K

[A 5D;D6=CDAC#8C' :C ;DÄ:D4;D6BCä@](#)

Rating: — · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

834.

100585F

[A 5C08\\$KC' ED44Cä6C08C](#)

Rating: — · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

835.

100585A

[A 5D;D6<CäCC4>C'LC08C#8 A#0C'5C\\$8Dt0](#)

Rating: — · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

836.

100585D

[B 5Cä@C40C08Ct0Dd8Dò 7C 2Cä4C](#)

Rating: — · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

837.

100585E

[A 5D;D6](#)

Rating: — · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

838.

100585C

[B, 5Cä@C'0CD=C O C,,3D 0](#)

Rating: — · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

839.

100585G

[B 5Cä@C'0CD=C O C,,3D 0](#)

Rating: — · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

840.

100585J

[A 5D;D6\\$5C BD K C" CT@C'OC04C,,8](#)

Rating: — · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

841.

100876I

[Password](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

842.

100876H

[Mafia forever!](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

843.

100837D

[Rotation Estimation](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

844.

100837G

[Dendrograms](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

845.

100837E

[Optimal Rest](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

846.

100837B

[Headstrong Student](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

847.

100837A

[Everlasting...?](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

848.

100876A

[Data Coding](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

849.

100876J

[Buying roads](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

850.

100876B

[Kingdom Division](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-19 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

851.

100876F

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

Rating: — · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

852.

100876G

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

853.

100876D

[Generalized Fibonacci Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

854.

100876E

[Hello Space!](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

855.

100876C

[Farmer's happiness](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

856.

100603I

[Fire extinguishers](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

857.

100603F

[Mirror Trap](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-18 · last AC: 2016-02-18 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

858.

100603D

[Island](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

859.

100603J

[Trains](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

860.

100603E

[Bytie-boy's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

861.

100603C

[Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

862.

100603G

[Ticket Inspector](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

863.

100603H

[Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

864.

100825B

[Delete This!](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · last AC: 2015-12-12 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

865.

100801K

[Kingdom Trip](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

866.

100825H

[Trick Shot](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

867.

100825C

[KenKen You Do It?](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

868.

100825F

[Transportation Delegation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

869.

100825G

[Tray Bien](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

870.

100825I

[What's on the Grille?](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

871.

100825E

[Squawk Virus](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

872.

100825D

[Rings](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

873.

100721D

[Bowlstack](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · MS C++ (first AC) · Tags: —

[shef_2318's solution](#)

874.

100721B

[Declaration of Content](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · MS C++ (first AC) · Tags: —

[shef_2318's solution](#)

875.

100721E

[Pesky Heroes](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · MS C++ (first AC) · Tags: —

[shef_2318's solution](#)

876.

100721C

[Laserbox](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

877.

100721I

[Up the Stairs](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

878.

100721H

[Guardian of Decency](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

879.

100721F

[Reduced ID Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

880.

100801I

[Insider's Information](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

881.

100541J

[Math Magic](#) · [Tutorial](#)

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

[shef_2318's solution](#)

882.

100541H

[Pencil Game](#) · [Tutorial](#)

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

[shef_2318's solution](#)

883.

100541E

[ACM](#) · [Tutorial](#)

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

[shef_2318's solution](#)

884.

100541C

[ATM withdrawal](#) · [Tutorial](#)

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

[shef_2318's solution](#)

885.

100541I

[Space Tour](#) · [Tutorial](#)

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

[shef_2318's solution](#)

886.

100541D

[Treasure Box](#) · [Tutorial](#)

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

[shef_2318's solution](#)

887.

100541B

[Sum](#) · [Tutorial](#)

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

[shef_2318's solution](#)

888.

100541A

[Stock Market](#) · [Tutorial](#)

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

[shef_2318's solution](#)

889.

100801F

[Fygon](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · Java 7 (first AC) · Tags: —

[shef_2318's solution](#)

890.

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

891.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

892.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

893.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

894.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

895.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

896.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

897.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

898.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

899.

100299H

[Chain & Co.](#) · [Tutorial](#)

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

[shef_2318's solution](#)

900.

100299D

[Subway](#) · [Tutorial](#)

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

[shef_2318's solution](#)

901.

100299K

[Digraphs](#) · [Tutorial](#)

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

[shef_2318's solution](#)

902.

100299C

[Magical GCD](#) · [Tutorial](#)

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

[shef_2318's solution](#)

903.

100299I

[Crane](#) · [Tutorial](#)

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

[shef_2318's solution](#)

904.

100299F

[Draughts](#) · [Tutorial](#)

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

[shef_2318's solution](#)

905.

100299B

[What does the fox say?](#) · [Tutorial](#)

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

[shef_2318's solution](#)

906.

100299L

[Bus](#) · [Tutorial](#)

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

[shef_2318's solution](#)

907.

100803E

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

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

908.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

909.

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

910.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

911.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

912.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

913.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

914.

100729D

[Piece it together](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

915.

100729H

[Tichu](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · last AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

916.

100729I

[Tracking RFIDs](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

917.

100729B

[Bird tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

918.

100729E

[Please, go first](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —
[shef_2318's solution](#)

919.

100729A

[Binomial coefficients](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —
[shef_2318's solution](#)

920.

100729C

[Movie collection](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —
[shef_2318's solution](#)

921.

100722B

[The SetStack Computer](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —
[shef_2318's solution](#)

922.

100722E

[The Bookcase](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —
[shef_2318's solution](#)

923.

100722I

[Leonardo's Notebook](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —
[shef_2318's solution](#)

924.

100722G

[Prime Path](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —
[shef_2318's solution](#)

925.

100722F

[Printer Queue](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —
[shef_2318's solution](#)

926.

100722C

[Pie](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —
[shef_2318's solution](#)

927.

100427D

[ASAD\\$@CTGC A CÔ5C,,7C 5Cd=D`<](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —
[shef_2318's solution](#)

928.

100427F

[What, Where, When?](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

929.

100427G

[A To C](#) · [D](#) · [0D\\$>D =Cä5 D\\$5D BC,,@ Cä2C =C,,5](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

930.

100427E

[42](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

931.

100427C

[A To C](#) · [D](#) · [0D\\$>D =Cä5 D\\$5D BC,,@ Cä2C =C,,5](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

932.

100650F

[Square Count](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

933.

100650C

[The Game of Efil](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

934.

100650A

[ACM \(ACronym Maker\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

935.

100650B

[Countdown](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

936.

100650G

[Swamp Things](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

937.

100650D

[Queens, Knights and Pawns](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

938.

100650E

[Reliable Nets](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

939.

100650H

[Two Ends](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

940.

100417E

[Strange Digits](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-20 · Java 8 (first AC) · Tags: —

[shef_2318's solution](#)

941.

100417H

[Robots' Art](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

942.

100417A

[12:30PM](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

943.

100417C

[Spending Budget](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

944.

100417G

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-20 · Java 7 (first AC) · Tags: —

[shef_2318's solution](#)

945.

100726G

[Room Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

946.

100726I

[Simple Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

947.

100726H

[Settlers of Catan](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

948.

100726D

[Fractal](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

949.

100726F

[Moving to Nuremberg](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

950.

100726A

[An Industrial Spy](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

951.

100726C

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

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

952.

100431B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

953.

100431H

[Sea Port](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

954.

100431D

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

955.

100431F

[Permutations with Monotonic Segments](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

956.

100431G

[Persistent Queue](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

957.

100651H

[Translations](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-25 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

958.

100651E

[Roll Playing Games](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-25 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

959.

100651C

[Hit or Miss](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-25 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

960.

100651D

[I Conduit!](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-25 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

961.

100651F

[Team Rankings](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-25 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

962.

100651G

[To and Fro](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-25 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

963.

100651A

[Alphacode](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-25 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

964.

100463A

[Crossing Number](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-04 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

965.

100463B

[Music Mess](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-04 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

966.

100463C

[Pivot](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-04 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

967.

100463E

[Spies](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-04 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

968.

100463D

[Evil](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-04 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

969.

100642G

[Show Me the Money](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-28 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

970.

100642F

[Road Series](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-28 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

971.

100642E

[Parencedence!](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-28 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

972.

100642C

[Hexagon Perplexagon](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-28 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

973.

100642D

[I've Got Your Back\(gammon\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-28 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

974.

100642A

[Babs' Box Boutique](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-28 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

975.

100642B

[Flash Mob](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-28 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

976.

100004C

[Party Location](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-16 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

977.

100004E

[Class Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-16 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

978.

100004A

[Paper Route](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-16 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

979.

100004D

[Numbersrebmun](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-16 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

980.

100169B

[Secret Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-13 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

981.

100169A

[Bridges and Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-13 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

982.

100169D

[Course Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-13 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

983.

100169C

[Room Painting](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-13 · GNU C++11 (first AC) · Tags: —

[shef_2318's solution](#)

984.

100531I

[Instruction](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

985.

100531H

[Hiking in the Hills](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

986.

100531J

[Joy of Flight](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

987.

100531B

[Buffcraft](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

988.

100531K

[Kebab House](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

989.

100531D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

990.

100531G

[Grave](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

991.

100531A

[Alarm Clock](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

992.

100109K

[Tree Queries Online](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

993.

100109B

[Chess Championship](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

994.

100109H

[Sultan's Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

995.

100109E

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

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

996.

100109G

[Database Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

997.

100109F

[Dumbbells](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

998.

100109L

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

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

999.

100109J

[Ternary Password](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1000.

100506E

[Lingo](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1001.

100506F

[Splitting the Loot](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1002.

100506I

[Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1003.

100506B

[Bus Pass](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1004.

100506J

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1005.

100506C

[Cutting Banknotes](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1006.

100506G

[Pachinko](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1007.

100506A

[Average distance](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1008.

100506D

[Dice Password Security](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1009.

100114I

[Dunno](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-22 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1010.

100114K

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-22 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1011.

100114J

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-22 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1012.

100114F

[GCDs](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-22 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1013.

100114D

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-22 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1014.

100114A

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-22 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1015.

100114E

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

Rating: — · first AC: 2014-10-22 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1016.

100114H

[Milestones](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-22 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1017.

100114C

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-22 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1018.

100114B

[Island](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-22 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1019.

100114G

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-22 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1020.

100443E

[Joe is learning to speak](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1021.

100443D

[Decoding the Hallway](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1022.

100443H

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1023.

100443I

[Trending Topic](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1024.

100443F

[Odd and Even Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1025.

100443G

[VivoParc](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1026.

100443C

[Shopping Malls](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1027.

100285G

[Cipher Message 3](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-24 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1028.

100285A

[Podracing](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-24 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1029.

100285H

[Those are not the droids you're looking for](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-24 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1030.

100285C

[CVS](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-24 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1031.

100285E

[The Emperor's plan](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-24 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1032.

100285F

[Illegal spices](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-24 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1033.

100285I

[The old Padawan](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-24 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1034.

100285D

[This cheeseburger you don't need](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-24 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1035.

100285B

[The battle near the swamp](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-24 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1036.

100430F

[Knapsack Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1037.

100430E

[Hot Potato Routing](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1038.

100430G

[Magic Potions](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1039.

100430A

[Chip Installation](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1040.

100430J

[Squary Set](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1041.

100448D

[Splitting Money](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1042.

100448B

[Adjusting Ducks](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1043.

100448A

[Learning to Add](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1044.

100345E

[New Mayors](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-22 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1045.

100345B

[Signed Derangements](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-22 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1046.

100345H

[Settling the Universe Up](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-22 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1047.

100345G

[Pulp Fiction](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-22 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1048.

100345D

[Currency Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-22 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1049.

100345F

[Sqrt Nim](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-22 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1050.

100112K

[Kindergarten](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-18 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1051.

100112G

[Galactic Warlords](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-18 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1052.

100112J

[Juice](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-18 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1053.

100112C

[Cookie Selection](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-18 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1054.

100112H

[Horror List](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-18 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1055.

100112D

[Doorman](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-18 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1056.

100112B

[Bread Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-18 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1057.

100112A

[Aaah!](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-18 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1058.

100221H

[TEX Assistant](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-11 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1059.

100221I

[Crazy Wall](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-11 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1060.

100221F

[Peaceful Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-11 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1061.

100221D

[Puzzle Championship](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-11 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1062.

100221E

[Compact Relations Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-11 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1063.

100221A

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

Rating: — · first AC: 2013-12-11 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1064.

100286A

[Aerodynamics](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-27 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1065.

100286B

[Blind Walk](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-27 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1066.

100286F

[Fibonacci System](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-27 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1067.

100286H

[Hell on the Markets](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-27 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1068.

100286J

[Javanese Cryptanalysis](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-27 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1069.

100286I

[iSharp](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-27 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1070.

100286G

[Giant Screen](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-27 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1071.

100291C

[Playing Fair with Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-20 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1072.

100291I

[Xenospeak](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-20 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1073.

100291F

[Super Phyllis](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-20 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1074.

100291H

[The Urge to Merge](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-20 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1075.

100291B

[Cuckoo for Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-20 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1076.

100273I

[I18n](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1077.

100273E

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1078.

100273A

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1079.

100273B

[Building for UN](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1080.

100274E

[Magical Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-09 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1081.

100274I

[Suiting Weavers](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-06 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1082.

100274H

[Sightseeing](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-06 · last AC: 2013-11-06 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1083.

100274C

[Indiana Jones and the lost Soccer Cup](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-06 · GNU C++ (first AC) · Tags: —
[shef_2318's solution](#)

1084.

100274D

[Magic Star](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-06 · GNU C++ (first AC) · Tags: —
[shef_2318's solution](#)

1085.

100274B

[Genetic Fraud](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-06 · GNU C++ (first AC) · Tags: —
[shef_2318's solution](#)

1086.

100274F

[My brother's diary](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-06 · GNU C++ (first AC) · Tags: —
[shef_2318's solution](#)

1087.

100274J

[Time to live](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-06 · GNU C++ (first AC) · Tags: —
[shef_2318's solution](#)

1088.

100274A

[Faculty Dividing Powers](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-06 · GNU C++ (first AC) · Tags: —
[shef_2318's solution](#)

1089.

100268J

[Chemicals Monitoring](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-31 · GNU C++ (first AC) · Tags: —
[shef_2318's solution](#)

1090.

100268B

[Seven Kingdoms](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-31 · GNU C++ (first AC) · Tags: —
[shef_2318's solution](#)

1091.

100248J

[Quaternary Balance](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —
[shef_2318's solution](#)

1092.

100248D

[Floors](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —
[shef_2318's solution](#)

1093.

100248C

[Hensel and Grethel](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1094.

100248A

[Euro Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1095.

100248H

[Input](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1096.

100248F

[Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1097.

100248I

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1098.

100240K

[Min Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · last AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1099.

100240I

[Moogle](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1100.

100240G

[Nested Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1101.

100240L

[Election](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1102.

100240C

[Optimal Parking](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1103.

100240H

[Shopaholic](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1104.

100240A

[Phone List](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1105.

100236C

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · last AC: 2013-10-03 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1106.

100236G

[General Sohrab and General Sepehr!](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1107.

100236L

[Lexicographically Minimal Poem](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1108.

100236E

[Era of Winter Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1109.

100236D

[Dreamer Land of Kashan](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1110.

100236K

[Killer Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1111.

100236F

[Find The Problem!](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1112.

100236A

[Arrangement of RGB Balls](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1113.

100215F

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-28 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1114.

100215G

[Two Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-28 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1115.

100215B

[Dividing a Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-28 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1116.

100215C

[Thermal Death of the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-28 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1117.

100215I

[Regular Words](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-28 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1118.

100215A

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-28 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1119.

100227F

[To Bet or Not To Bet](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1120.

100227H

[Double Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1121.

100227D

[Stacking Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1122.

100227L

[Crossed ladders](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1123.

100227J

[Cigarettes](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1124.

100056E

[B\\$@Ca=Ct0C=FC,,8](#)

Rating: — · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1125.

100056C

[A#2014 OD](#)

Rating: — · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1126.

100056B

[A\\$D5C\\$>Dt=C O C0>DtBC](#)

Rating: — · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1127.

100056A

[B55015D,,>D0](#)

Rating: — · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1128.

100063I

[J · Tutorial](#)

Rating: — · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1129.

100063E

[E · Tutorial](#)

Rating: — · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1130.

100063D

[D · Tutorial](#)

Rating: — · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1131.

100063F

[F · Tutorial](#)

Rating: — · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1132.

100063B

[B · Tutorial](#)

Rating: — · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1133.

100063H

[H · Tutorial](#)

Rating: — · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1134.

100063C

[C · Tutorial](#)

Rating: — · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1135.

100050E

[Javay weapons · Tutorial](#)

Rating: — · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1136.

100050B

[Reform · Tutorial](#)

Rating: — · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1137.

100050C

[War · Tutorial](#)

Rating: — · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1138.

100050A

[Parallelepiped](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1139.

100054D

[A5>D1B Cä2Cä5 CäBC6@C 2C 5CÔ8CP](#)

Rating: — · first AC: 2013-08-11 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1140.

100054E

[B 7D0B0,,@Cä2C#0 CäGCT@CT4Dô<C€](#)

Rating: — · first AC: 2013-08-11 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1141.

100054C

[A10C4@C =Cô0D ?Cä@D](#)

Rating: — · first AC: 2013-08-11 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1142.

100054B

[A7@C=C,,FC](#)

Rating: — · first AC: 2013-08-11 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1143.

100054A

[B4=C12 @D 0C 1LCÔ0Dò @Cä7CTBC#0](#)

Rating: — · first AC: 2013-08-11 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1144.

100055C

[K-cCä@D\\$8D >C\\$:C](#)

Rating: — · first AC: 2013-07-26 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1145.

100055B

[B\\$0D8DDK](#)

Rating: — · first AC: 2013-07-26 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1146.

100055A

[A5CÔC BCT=C FC,,O D BD >C](#)

Rating: — · first AC: 2013-07-26 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1147.

100194G

[B >0#@Cä2C,,IC 2 C#C,,3C E](#)

Rating: — · first AC: 2013-07-11 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1148.

100194C

[B 7Dô10T=CÔKCR >C\\$FD°](#)

Rating: — · first AC: 2013-07-11 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1149.

100194D

[@_60qia](#)

Rating: — · first AC: 2013-07-11 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1150.

100194B

[@_60qia](#)

Rating: — · first AC: 2013-07-11 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1151.

100194A

[@_60qia](#)

Rating: — · first AC: 2013-07-11 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1152.

100188F

[@_60qia](#)

Rating: — · first AC: 2013-07-07 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1153.

100188C

[@_60qia](#)

Rating: — · first AC: 2013-07-07 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1154.

100188G

[@_60qia](#)

Rating: — · first AC: 2013-07-07 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1155.

100188E

[@_60qia](#)

Rating: — · first AC: 2013-07-07 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1156.

100188J

[@_60qia](#)

Rating: — · first AC: 2013-07-07 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1157.

100188K

[@_60qia](#)

Rating: — · first AC: 2013-07-07 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1158.

100188D

[@_60qia](#)

Rating: — · first AC: 2013-07-07 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1159.

100188L

[@_60qia](#)

Rating: — · first AC: 2013-07-07 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1160.

100188I

[KITNAMORIROMANTIK](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-07 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1161.

100188H

[10102](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-07 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1162.

100188B

[AÄODr2Cα>D 7C,,=CR](#)

Rating: — · first AC: 2013-07-07 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1163.

100188A

[AS5D>DδBCÔ>D BDÂ 2D´8C4@D´HC](#)

Rating: — · first AC: 2013-07-07 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1164.

100209B

[AD50&Ct8D](#)

Rating: — · first AC: 2013-07-04 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1165.

100209A

[AD2CR1C HCÔ8](#)

Rating: — · first AC: 2013-07-04 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1166.

100209C

[A50&CT@](#)

Rating: — · first AC: 2013-07-04 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1167.

100193E

[A5D&C,,GCTACα0Dò MCαACδ5CD8Dd8Dò](#)

Rating: — · first AC: 2013-05-14 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1168.

100193C

[Aò@Cä1Cα0](#)

Rating: — · first AC: 2013-05-14 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1169.

100193B

[AÄ>D ACα>C´ 1Cä9](#)

Rating: — · first AC: 2013-05-14 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1170.

100193A

[AÄαC1CαCC´0](#)

Rating: — · first AC: 2013-05-14 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1171.

100158D

[B020iaD40Dd8Dö](#)

Rating: — · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1172.

100149J

[BtC0G| =C :C <C,,=CP](#)

Rating: — · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1173.

100149F

[HEX · Tutorial](#)

Rating: — · first AC: 2012-12-26 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1174.

100149I

[ASp0HCT1CÖKC' <CTHCä:](#)

Rating: — · first AC: 2012-12-26 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1175.

100149G

[B\\$5D-B CÖ0 D\\$CCö>D BDÀ](#)

Rating: — · first AC: 2012-12-26 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1176.

100149E

[A4>DraD :Cä?](#)

Rating: — · first AC: 2012-12-26 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1177.

100149D

[BtCä=D°](#)

Rating: — · first AC: 2012-12-26 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1178.

100141B

[A\\$0raC](#)

Rating: — · first AC: 2012-12-20 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1179.

100089C

[B,t>DraCP](#)

Rating: — · first AC: 2012-09-22 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1180.

100071E

[A0C4C](#)

Rating: — · first AC: 2012-09-15 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1181.

100071B

[A00i8CÖ>](#)

Rating: — · first AC: 2012-09-15 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1182.

100071C

[AD5D,5C\\$KCR C,,BC 9D :C,,5 Dt8C6K](#)

Rating: — · first AC: 2012-09-15 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1183.

100071F

[B15D\\$K1D 5DTCC4>C`LCÔ8C](#)

Rating: — · first AC: 2012-09-15 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1184.

100071I

[AD2CR4D43C€](#)

Rating: — · first AC: 2012-09-15 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1185.

100071G

[Aö+Dig CT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2012-09-15 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1186.

100071H

[B GC AD\\$;Q,2D´9 C 8C´5D\\$8Cç r 0](#)

Rating: — · first AC: 2012-09-15 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1187.

100071A

[AÄ>DTAöb>C´1Cä9 - 3](#)

Rating: — · first AC: 2012-09-15 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1188.

100058D

[A4B D15D 5CDL](#)

Rating: — · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1189.

100059D

[A10CDd18](#)

Rating: — · first AC: 2012-06-06 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1190.

100059C

[B\\$5D\\$@C MCD@](#)

Rating: — · first AC: 2012-06-06 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1191.

100059B

[Ae;DäCç HC,,DD C](#)

Rating: — · first AC: 2012-06-06 · GNU C++ (first AC) · Tags: —

[shef_2318's solution](#)

1192.

100059A

[A@CäAD\\$0Dò 7C 4C GC](#)

Rating: — · first AC: 2012-06-06 · GNU C++ (first AC) · Tags: —

[shf_2318's solution](#)