

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — surokpro

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

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

Filters: none

Count: 861

1.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,206 global accepts · Rating: 800 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [greedy](#)

[surokpro's solution](#)

2.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [games](#)

[surokpro's solution](#)

3.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: [math](#)

[surokpro's solution](#)

4.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: [implementation](#)

[surokpro's solution](#)

5.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: [math](#)

[surokpro's solution](#)

6.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: [sortings](#), [strings](#)

[surokpro's solution](#)

7.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,266 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: [math](#), [number theory](#)

[surokpro's solution](#)

8.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-18 · Python 3 (first AC) · Tags: [constructive algorithms](#), [implementation](#)

[surokpro's solution](#)

9.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-18 · Python 3 (first AC) · Tags: [greedy](#), [math](#)

[surokpro's solution](#)

**10.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,635 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math  
[surokpro's solution](#)

**11.**

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-06 · Java 8 (first AC) · Tags: implementation  
[surokpro's solution](#)

**12.**

1031A

[Golden Plate](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 800 · first AC: 2018-10-21 · Python 3 (first AC) · Tags: implementation, math  
[surokpro's solution](#)

**13.**

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[surokpro's solution](#)

**14.**

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,213 global accepts · Rating: 800 · first AC: 2018-06-30 · Python 3 (first AC) · Tags: implementation  
[surokpro's solution](#)

**15.**

987A

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

Quality: 17,502 global accepts · Rating: 800 · first AC: 2018-06-06 · Python 3 (first AC) · Tags: implementation  
[surokpro's solution](#)

**16.**

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · Python 3 (first AC) · Tags: implementation  
[surokpro's solution](#)

**17.**

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,093 global accepts · Rating: 800 · first AC: 2017-12-02 · last AC: 2017-12-02 · Python 3 (first AC) · Tags: implementation  
[surokpro's solution](#)

**18.**

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,631 global accepts · Rating: 800 · first AC: 2017-10-02 · Python 3 (first AC) · Tags: implementation  
[surokpro's solution](#)

**19.**

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2017-09-09 · Python 3 (first AC) · Tags: implementation, math  
[surokpro's solution](#)

**20.**

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-06 · Python 3 (first AC) · Tags: brute force, constructive algorithms, math  
[surokpro's solution](#)

**21.**

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,232 global accepts · Rating: 800 · first AC: 2017-03-21 · Python 3 (first AC) · Tags: implementation

[surokpro's solution](#)

**22.**

785A

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

Quality: 110,960 global accepts · Rating: 800 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[surokpro's solution](#)

**23.**

780A

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

Quality: 22,785 global accepts · Rating: 800 · first AC: 2017-03-05 · Python 3 (first AC) · Tags: implementation

[surokpro's solution](#)

**24.**

748A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 800 · first AC: 2016-12-25 · Python 3 (first AC) · Tags: implementation, math

[surokpro's solution](#)

**25.**

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-22 · Python 3 (first AC) · Tags: brute force, math

[surokpro's solution](#)

**26.**

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: implementation, strings

[surokpro's solution](#)

**27.**

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,933 global accepts · Rating: 800 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[surokpro's solution](#)

**28.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,544 global accepts · Rating: 800 · first AC: 2016-11-15 · Python 3 (first AC) · Tags: implementation, strings

[surokpro's solution](#)

**29.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,100 global accepts · Rating: 800 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: implementation

[surokpro's solution](#)

**30.**

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: greedy, implementation

[surokpro's solution](#)

**31.**

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,806 global accepts · Rating: 800 · first AC: 2016-06-29 · Python 3 (first AC) · Tags: implementation

[surokpro's solution](#)

**32.**

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2016-06-28 · Python 3 (first AC) · Tags: implementation  
[surokpro's solution](#)

**33.**

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2016-05-30 · Python 3 (first AC) · Tags: implementation  
[surokpro's solution](#)

**34.**

676A

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

Quality: 14,701 global accepts · Rating: 800 · first AC: 2016-05-25 · Python 3 (first AC) · Tags: constructive algorithms, implementation  
[surokpro's solution](#)

**35.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,564 global accepts · Rating: 800 · first AC: 2016-02-27 · Python 3 (first AC) · Tags: implementation  
[surokpro's solution](#)

**36.**

630A

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

Quality: 93,515 global accepts · Rating: 800 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: number theory  
[surokpro's solution](#)

**37.**

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2016-02-08 · Python 3 (first AC) · Tags: math  
[surokpro's solution](#)

**38.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,145 global accepts · Rating: 800 · first AC: 2016-01-24 · Python 3 (first AC) · Tags: math  
[surokpro's solution](#)

**39.**

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2016-01-15 · Python 3 (first AC) · Tags: constructive algorithms, implementation  
[surokpro's solution](#)

**40.**

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 800 · first AC: 2016-01-08 · Python 3 (first AC) · Tags: implementation  
[surokpro's solution](#)

**41.**

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,438 global accepts · Rating: 800 · first AC: 2015-11-21 · Python 3 (first AC) · Tags: implementation  
[surokpro's solution](#)

**42.**

581A

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

Quality: 84,960 global accepts · Rating: 800 · first AC: 2015-10-23 · Python 3 (first AC) · Tags: implementation, math  
[surokpro's solution](#)

**43.**

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,076 global accepts · Rating: 900 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures  
[surokpro's solution](#)

**44.**

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[surokpro's solution](#)

**45.**

115A

[Party](#) · [Tutorial](#)

Quality: 43,356 global accepts · Rating: 900 · first AC: 2018-10-11 · Python 3 (first AC) · Tags: dfs and similar, graphs, trees  
[surokpro's solution](#)

**46.**

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[surokpro's solution](#)

**47.**

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,319 global accepts · Rating: 900 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[surokpro's solution](#)

**48.**

621A

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

Quality: 22,677 global accepts · Rating: 900 · first AC: 2018-09-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[surokpro's solution](#)

**49.**

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,648 global accepts · Rating: 900 · first AC: 2018-09-08 · Python 3 (first AC) · Tags: implementation  
[surokpro's solution](#)

**50.**

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · Python 3 (first AC) · Tags: implementation  
[surokpro's solution](#)

**51.**

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: greedy, implementation  
[surokpro's solution](#)

**52.**

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,574 global accepts · Rating: 900 · first AC: 2017-10-30 · Python 3 (first AC) · Tags: implementation  
[surokpro's solution](#)

**53.**

870A

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

Quality: 10,787 global accepts · Rating: 900 · first AC: 2017-10-15 · Python 3 (first AC) · Tags: brute force, implementation  
[surokpro's solution](#)

**54.**

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[surokpro's solution](#)

**55.**

814A

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

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[surokpro's solution](#)

**56.**

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,248 global accepts · Rating: 900 · first AC: 2017-05-07 · Python 3 (first AC) · Tags: implementation, sortings  
[surokpro's solution](#)

**57.**

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2016-12-22 · Python 3 (first AC) · Tags: implementation, strings  
[surokpro's solution](#)

**58.**

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2016-03-03 · Python 3 (first AC) · Tags: brute force, implementation  
[surokpro's solution](#)

**59.**

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2016-02-10 · Python 3 (first AC) · Tags: implementation  
[surokpro's solution](#)

**60.**

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2016-01-03 · Python 3 (first AC) · Tags: implementation  
[surokpro's solution](#)

**61.**

580A

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

Quality: 104,690 global accepts · Rating: 900 · first AC: 2015-11-26 · Python 3 (first AC) · Tags: brute force, dp, implementation  
[surokpro's solution](#)

**62.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,218 global accepts · Rating: 900 · first AC: 2015-11-19 · Python 3 (first AC) · Tags: math  
[surokpro's solution](#)

**63.**

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,283 global accepts · Rating: 900 · first AC: 2015-10-26 · Python 3 (first AC) · Tags: implementation, math  
[surokpro's solution](#)

**64.**

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-19 · Python 3 (first AC) · Tags: greedy  
[surokpro's solution](#)

**65.**

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2015-10-12 · Python 3 (first AC) · Tags: implementation

[surokpro's solution](#)

**66.**

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[surokpro's solution](#)

**67.**

1725B

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

Quality: 28,274 global accepts · Rating: 1000 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[surokpro's solution](#)

**68.**

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[surokpro's solution](#)

**69.**

1051B

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

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[surokpro's solution](#)

**70.**

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-15 · Python 3 (first AC) · Tags: math

[surokpro's solution](#)

**71.**

389A

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

Quality: 14,977 global accepts · Rating: 1000 · first AC: 2018-09-12 · Python 3 (first AC) · Tags: greedy, math

[surokpro's solution](#)

**72.**

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2018-09-08 · Python 3 (first AC) · Tags: implementation, math

[surokpro's solution](#)

**73.**

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-07-01 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[surokpro's solution](#)

**74.**

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-26 · Python 3 (first AC) · Tags: brute force, implementation, strings

[surokpro's solution](#)

**75.**

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-26 · Python 3 (first AC) · Tags: implementation, sortings

[surokpro's solution](#)

**76.**

862A

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

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-22 · Python 3 (first AC) · Tags: greedy, implementation  
[surokpro's solution](#)

**77.**

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-01 · Python 3 (first AC) · Tags: implementation  
[surokpro's solution](#)

**78.**

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-03-01 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math  
[surokpro's solution](#)

**79.**

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,985 global accepts · Rating: 1000 · first AC: 2016-12-07 · Python 3 (first AC) · Tags: implementation, math, number theory  
[surokpro's solution](#)

**80.**

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation  
[surokpro's solution](#)

**81.**

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation  
[surokpro's solution](#)

**82.**

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-06-29 · Python 3 (first AC) · Tags: constructive algorithms, math  
[surokpro's solution](#)

**83.**

672B

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

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2016-05-30 · Python 3 (first AC) · Tags: constructive algorithms, implementation, strings  
[surokpro's solution](#)

**84.**

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1000 · first AC: 2016-03-01 · Python 3 (first AC) · Tags: implementation, strings  
[surokpro's solution](#)

**85.**

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,719 global accepts · Rating: 1000 · first AC: 2016-03-01 · Python 3 (first AC) · Tags: greedy, implementation  
[surokpro's solution](#)

**86.**

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · Python 3 (first AC) · Tags: brute force, implementation  
[surokpro's solution](#)

**87.**

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: implementation, math  
[surokpro's solution](#)

**88.**

560A

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

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2016-02-10 · Python 3 (first AC) · Tags: implementation, sortings  
[surokpro's solution](#)

**89.**

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,933 global accepts · Rating: 1000 · first AC: 2016-02-09 · Python 3 (first AC) · Tags: bitmasks  
[surokpro's solution](#)

**90.**

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2016-02-08 · Python 3 (first AC) · Tags: implementation  
[surokpro's solution](#)

**91.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-01-11 · Python 3 (first AC) · Tags: games, greedy  
[surokpro's solution](#)

**92.**

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,557 global accepts · Rating: 1000 · first AC: 2015-12-27 · Python 3 (first AC) · Tags: combinatorics, math  
[surokpro's solution](#)

**93.**

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,916 global accepts · Rating: 1000 · first AC: 2015-12-25 · Python 3 (first AC) · Tags: implementation, math  
[surokpro's solution](#)

**94.**

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-11 · Python 3 (first AC) · Tags: implementation  
[surokpro's solution](#)

**95.**

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-11-01 · Python 3 (first AC) · Tags: implementation, math  
[surokpro's solution](#)

**96.**

577A

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

Quality: 45,287 global accepts · Rating: 1000 · first AC: 2015-10-24 · Python 3 (first AC) · Tags: implementation, number theory  
[surokpro's solution](#)

**97.**

584A

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

Quality: 52,611 global accepts · Rating: 1000 · first AC: 2015-10-13 · Python 3 (first AC) · Tags: math  
[surokpro's solution](#)

**98.**

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2015-04-26 · Python 3 (first AC) · Tags: brute force, implementation  
[surokpro's solution](#)

**99.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[surokpro's solution](#)

**100.**

1575A

[Another Sorting Problem](#) · [Tutorial](#)

Quality: 5,183 global accepts · Rating: 1100 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings  
[surokpro's solution](#)

**101.**

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[surokpro's solution](#)

**102.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[surokpro's solution](#)

**103.**

1112A

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

Rating: 1100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[surokpro's solution](#)

**104.**

1099B

[Squares and Segments](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-06 · Java 8 (first AC) · Tags: binary search, constructive algorithms, math  
[surokpro's solution](#)

**105.**

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2018-10-12 · Python 3 (first AC) · Tags: math  
[surokpro's solution](#)

**106.**

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,792 global accepts · Rating: 1100 · first AC: 2018-10-12 · Python 3 (first AC) · Tags: sortings  
[surokpro's solution](#)

**107.**

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-05 · Python 3 (first AC) · Tags: greedy  
[surokpro's solution](#)

**108.**

368B

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

Quality: 49,901 global accepts · Rating: 1100 · first AC: 2018-10-02 · Python 3 (first AC) · Tags: data structures, dp  
[surokpro's solution](#)

**109.**

706B

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

Quality: 84,466 global accepts · Rating: 1100 · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation  
[surokpro's solution](#)

**110.**

1038B

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

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · Python 3 (first AC) · Tags: constructive algorithms, math  
[surokpro's solution](#)

**111.**

987B

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

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-06-06 · Python 3 (first AC) · Tags: math  
[surokpro's solution](#)

**112.**

938B

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

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · Python 3 (first AC) · Tags: brute force, greedy  
[surokpro's solution](#)

**113.**

858A

[k-rounding](#) · [Tutorial](#)

Quality: 8,996 global accepts · Rating: 1100 · first AC: 2017-09-20 · Python 3 (first AC) · Tags: brute force, math, number theory  
[surokpro's solution](#)

**114.**

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-30 · Python 3 (first AC) · Tags: geometry  
[surokpro's solution](#)

**115.**

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,187 global accepts · Rating: 1100 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: games, math  
[surokpro's solution](#)

**116.**

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-12 · Python 3 (first AC) · Tags: brute force, implementation  
[surokpro's solution](#)

**117.**

785B

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

Quality: 10,634 global accepts · Rating: 1100 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[surokpro's solution](#)

**118.**

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-03-08 · Python 3 (first AC) · Tags: data structures, implementation  
[surokpro's solution](#)

**119.**

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: greedy, number theory, sortings  
[surokpro's solution](#)

**120.**

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: games, math

[surokpro's solution](#)

**121.**

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-06-27 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[surokpro's solution](#)

**122.**

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-26 · Python 3 (first AC) · Tags: math

[surokpro's solution](#)

**123.**

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2016-02-28 · Python 3 (first AC) · Tags: brute force, implementation

[surokpro's solution](#)

**124.**

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · Python 3 (first AC) · Tags: brute force, math, number theory

[surokpro's solution](#)

**125.**

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1100 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: math, number theory

[surokpro's solution](#)

**126.**

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: math

[surokpro's solution](#)

**127.**

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,919 global accepts · Rating: 1100 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: combinatorics, math

[surokpro's solution](#)

**128.**

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2016-02-08 · Python 3 (first AC) · Tags: greedy, sortings

[surokpro's solution](#)

**129.**

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2016-01-26 · Python 3 (first AC) · Tags: brute force, implementation, strings

[surokpro's solution](#)

**130.**

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2016-01-26 · Python 3 (first AC) · Tags: implementation

[surokpro's solution](#)

**131.**

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2015-11-26 · Python 3 (first AC) · Tags: implementation, strings  
[surokpro's solution](#)

**132.**

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-24 · Python 3 (first AC) · Tags: brute force, implementation  
[surokpro's solution](#)

**133.**

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-15 · Python 3 (first AC) · Tags: greedy, implementation  
[surokpro's solution](#)

**134.**

596A

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

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-15 · Python 3 (first AC) · Tags: geometry, implementation  
[surokpro's solution](#)

**135.**

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-10-31 · Python 3 (first AC) · Tags: math  
[surokpro's solution](#)

**136.**

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2015-10-23 · Python 3 (first AC) · Tags: implementation, math  
[surokpro's solution](#)

**137.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[surokpro's solution](#)

**138.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings  
[surokpro's solution](#)

**139.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[surokpro's solution](#)

**140.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math  
[surokpro's solution](#)

**141.**

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,426 global accepts · Rating: 1200 · first AC: 2019-01-06 · Java 8 (first AC) · Tags: constructive algorithms, implementation  
[surokpro's solution](#)

**142.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,829 global accepts · Rating: 1200 · first AC: 2018-10-09 · Python 3 (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees  
[surokpro's solution](#)

**143.**

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation  
[surokpro's solution](#)

**144.**

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings  
[surokpro's solution](#)

**145.**

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,411 global accepts · Rating: 1200 · first AC: 2018-07-01 · Python 3 (first AC) · Tags: dp, greedy, sortings  
[surokpro's solution](#)

**146.**

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-06-07 · last AC: 2018-06-07 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms  
[surokpro's solution](#)

**147.**

944A

[World Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-03-04 · Python 3 (first AC) · Tags: constructive algorithms, implementation  
[surokpro's solution](#)

**148.**

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1200 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers  
[surokpro's solution](#)

**149.**

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2017-10-30 · Python 3 (first AC) · Tags: data structures, implementation  
[surokpro's solution](#)

**150.**

870B

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

Quality: 10,640 global accepts · Rating: 1200 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: greedy  
[surokpro's solution](#)

**151.**

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · Python 3 (first AC) · Tags: constructive algorithms, math  
[surokpro's solution](#)

**152.**

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-30 · Python 3 (first AC) · Tags: brute force, two pointers

[surokpro's solution](#)

**153.**

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-03-23 · Python 3 (first AC) · Tags: brute force, math, number theory

[surokpro's solution](#)

**154.**

779C

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

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[surokpro's solution](#)

**155.**

743B

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

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-14 · Python 3 (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[surokpro's solution](#)

**156.**

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[surokpro's solution](#)

**157.**

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms

[surokpro's solution](#)

**158.**

725B

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

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

[surokpro's solution](#)

**159.**

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-10-13 · Python 3 (first AC) · Tags: —

[surokpro's solution](#)

**160.**

701B

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

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: data structures, math

[surokpro's solution](#)

**161.**

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-06-27 · GNU C++ (first AC) · Tags: greedy, sortings

[surokpro's solution](#)

**162.**

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-03 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[surokpro's solution](#)

**163.**

492B

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

Quality: 90,196 global accepts · Rating: 1200 · first AC: 2016-02-27 · Python 3 (first AC) · Tags: binary search, implementation, math, sortings

[surokpro's solution](#)

**164.**

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-21 · Python 3 (first AC) · Tags: math

[surokpro's solution](#)

**165.**

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: games, math

[surokpro's solution](#)

**166.**

523A

[Rotate, Flip and Zoom](#) · [Tutorial](#)

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2016-02-17 · Python 3 (first AC) · Tags: \*special, implementation

[surokpro's solution](#)

**167.**

560B

[Gerald is into Art](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2016-02-10 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[surokpro's solution](#)

**168.**

574A

[Bear and Elections](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1200 · first AC: 2016-02-09 · Python 3 (first AC) · Tags: greedy, implementation

[surokpro's solution](#)

**169.**

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2016-02-08 · Python 3 (first AC) · Tags: greedy, implementation

[surokpro's solution](#)

**170.**

625B

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

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2016-02-07 · Python 3 (first AC) · Tags: constructive algorithms, greedy, strings

[surokpro's solution](#)

**171.**

612B

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

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2016-01-27 · Python 3 (first AC) · Tags: implementation, math

[surokpro's solution](#)

**172.**

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2015-12-09 · Python 3 (first AC) · Tags: implementation

[surokpro's solution](#)

**173.**

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-05 · Python 3 (first AC) · Tags: brute force, implementation

[surokpro's solution](#)

**174.**

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,072 global accepts · Rating: 1200 · first AC: 2015-11-01 · Python 3 (first AC) · Tags: implementation, math

[surokpro's solution](#)

**175.**

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2015-11-01 · Python 3 (first AC) · Tags: implementation

[surokpro's solution](#)

**176.**

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-10-26 · Python 3 (first AC) · Tags: implementation, strings

[surokpro's solution](#)

**177.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[surokpro's solution](#)

**178.**

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[surokpro's solution](#)

**179.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[surokpro's solution](#)

**180.**

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · Python 3 (first AC) · Tags: constructive algorithms, strings

[surokpro's solution](#)

**181.**

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[surokpro's solution](#)

**182.**

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2018-10-03 · Python 3 (first AC) · Tags: dp, greedy, math

[surokpro's solution](#)

**183.**

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2018-09-12 · Python 3 (first AC) · Tags: brute force, dp, strings

[surokpro's solution](#)

**184.**

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,813 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[surokpro's solution](#)

**185.**

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation,

math

[surokpro's solution](#)

**186.**

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[surokpro's solution](#)

**187.**

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-04-01 · Python 3 (first AC) · Tags: brute force, greedy, implementation

[surokpro's solution](#)

**188.**

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: brute force

[surokpro's solution](#)

**189.**

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[surokpro's solution](#)

**190.**

862B

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

Quality: 25,652 global accepts · Rating: 1300 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[surokpro's solution](#)

**191.**

841C

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

Rating: 1300 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[surokpro's solution](#)

**192.**

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[surokpro's solution](#)

**193.**

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-23 · Python 3 (first AC) · Tags: greedy, implementation, math

[surokpro's solution](#)

**194.**

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2016-12-22 · GNU C++11 (first AC) · Tags: implementation

[surokpro's solution](#)

**195.**

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-23 · Python 3 (first AC) · Tags: brute force, implementation

[surokpro's solution](#)

**196.**

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-28 · GNU C++ (first AC) · Tags: brute force

[surokpro's solution](#)

**197.**

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2016-05-24 · Python 3 (first AC) · Tags: implementation, sortings

[surokpro's solution](#)

**198.**

635B

[Island Puzzle](#) · [Tutorial](#)

Rating: 1300 · first AC: 2016-02-28 · Python 3 (first AC) · Tags: —

[surokpro's solution](#)

**199.**

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-27 · Python 3 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[surokpro's solution](#)

**200.**

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: math

[surokpro's solution](#)

**201.**

630F

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

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

[surokpro's solution](#)

**202.**

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · Python 3 (first AC) · Tags: constructive algorithms, dp, math

[surokpro's solution](#)

**203.**

574C

[Bear and Poker](#) · [Tutorial](#)

Rating: 1300 · first AC: 2016-02-09 · Python 3 (first AC) · Tags: math, number theory

[surokpro's solution](#)

**204.**

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-07 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[surokpro's solution](#)

**205.**

612A

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

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2016-01-28 · Python 3 (first AC) · Tags: brute force, implementation, strings

[surokpro's solution](#)

**206.**

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2016-01-26 · Python 3 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[surokpro's solution](#)

**207.**

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 1300 · first AC: 2016-01-24 · Python 3 (first AC) · Tags: combinatorics

[surokpro's solution](#)

**208.**

611B

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

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2016-01-03 · Python 3 (first AC) · Tags: bitmasks, brute force, implementation

[surokpro's solution](#)

**209.**

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2015-12-27 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[surokpro's solution](#)

**210.**

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,203 global accepts · Rating: 1300 · first AC: 2015-11-19 · Python 3 (first AC) · Tags: implementation, strings

[surokpro's solution](#)

**211.**

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,993 global accepts · Rating: 1300 · first AC: 2015-10-19 · Python 3 (first AC) · Tags: math

[surokpro's solution](#)

**212.**

586B

[Laurenty and Shop](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1300 · first AC: 2015-10-12 · Python 3 (first AC) · Tags: implementation

[surokpro's solution](#)

**213.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[surokpro's solution](#)

**214.**

1830A

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

Quality: 20,322 global accepts · Rating: 1400 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[surokpro's solution](#)

**215.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,771 global accepts · Rating: 1400 · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[surokpro's solution](#)

**216.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[surokpro's solution](#)

**217.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[surokpro's solution](#)

**218.**

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[surokpro's solution](#)

**219.**

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[surokpro's solution](#)

**220.**

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[surokpro's solution](#)

**221.**

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[surokpro's solution](#)

**222.**

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[surokpro's solution](#)

**223.**

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[surokpro's solution](#)

**224.**

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,060 global accepts · Rating: 1400 · first AC: 2018-06-06 · PyPy 3 (first AC) · Tags: brute force, dp, implementation  
[surokpro's solution](#)

**225.**

867B

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

Rating: 1400 · first AC: 2017-10-02 · Python 3 (first AC) · Tags: combinatorics, constructive algorithms, math  
[surokpro's solution](#)

**226.**

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1400 · first AC: 2017-09-09 · Python 3 (first AC) · Tags: geometry, math  
[surokpro's solution](#)

**227.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[surokpro's solution](#)

**228.**

805D

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

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

[surokpro's solution](#)

**229.**

748C

[Santa Claus and Robot](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1400 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[surokpro's solution](#)

**230.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,948 global accepts · Rating: 1400 · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: dp

[surokpro's solution](#)

**231.**

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-06-27 · last AC: 2016-06-27 · GNU C++ (first AC) · Tags: data structures, geometry, implementation, sortings

[surokpro's solution](#)

**232.**

675B

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

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2016-05-26 · Python 3 (first AC) · Tags: brute force, constructive algorithms, math

[surokpro's solution](#)

**233.**

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,992 global accepts · Rating: 1400 · first AC: 2016-05-24 · Python 3 (first AC) · Tags: binary search, brute force, implementation

[surokpro's solution](#)

**234.**

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1400 · first AC: 2016-02-27 · Python 3 (first AC) · Tags: greedy, sortings

[surokpro's solution](#)

**235.**

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: implementation, math

[surokpro's solution](#)

**236.**

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: combinatorics, math

[surokpro's solution](#)

**237.**

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2016-02-17 · Python 3 (first AC) · Tags: \*special, greedy

[surokpro's solution](#)

**238.**

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2016-01-27 · Python 3 (first AC) · Tags: brute force, dp, greedy, implementation

[surokpro's solution](#)

**239.**

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,295 global accepts · Rating: 1400 · first AC: 2016-01-16 · Python 3 (first AC) · Tags: implementation, math

[surokpro's solution](#)

**240.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1400 · first AC: 2015-12-28 · Python 3 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[surokpro's solution](#)

**241.**

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2015-11-26 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[surokpro's solution](#)

**242.**

602B

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

Quality: 12,074 global accepts · Rating: 1400 · first AC: 2015-11-24 · Python 3 (first AC) · Tags: dp, implementation, two pointers

[surokpro's solution](#)

**243.**

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-10-27 · Python 3 (first AC) · Tags: brute force, implementation

[surokpro's solution](#)

**244.**

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-10-23 · MS C++ (first AC) · Tags: implementation, math, sortings

[surokpro's solution](#)

**245.**

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[surokpro's solution](#)

**246.**

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[surokpro's solution](#)

**247.**

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[surokpro's solution](#)

**248.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[surokpro's solution](#)

**249.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[surokpro's solution](#)

**250.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[surokpro's solution](#)

**251.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[surokpro's solution](#)

**252.**

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,884 global accepts · Rating: 1500 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[surokpro's solution](#)

**253.**

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,538 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[surokpro's solution](#)

**254.**

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[surokpro's solution](#)

**255.**

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,799 global accepts · Rating: 1500 · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[surokpro's solution](#)

**256.**

1031B

[Curiosity Has No Limits](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 1500 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[surokpro's solution](#)

**257.**

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[surokpro's solution](#)

**258.**

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[surokpro's solution](#)

**259.**

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,619 global accepts · Rating: 1500 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[surokpro's solution](#)

**260.**

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy,

implementation, math

[surokpro's solution](#)

**261.**

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2018-09-08 · Python 3 (first AC) · Tags: implementation

[surokpro's solution](#)

**262.**

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[surokpro's solution](#)

**263.**

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,860 global accepts · Rating: 1500 · first AC: 2018-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[surokpro's solution](#)

**264.**

944C

[Peculiar apple-tree](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[surokpro's solution](#)

**265.**

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[surokpro's solution](#)

**266.**

864D

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

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[surokpro's solution](#)

**267.**

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-26 · Python 3 (first AC) · Tags: greedy, implementation, math

[surokpro's solution](#)

**268.**

858C

[Did you mean...](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1500 · first AC: 2017-09-20 · Python 3 (first AC) · Tags: dp, greedy, implementation

[surokpro's solution](#)

**269.**

858B

[Which floor?](#) · [Tutorial](#)

Quality: 4,106 global accepts · Rating: 1500 · first AC: 2017-09-20 · Python 3 (first AC) · Tags: brute force, implementation

[surokpro's solution](#)

**270.**

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: —

[surokpro's solution](#)

**271.**

791C

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

Rating: 1500 · first AC: 2017-03-21 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[surokpro's solution](#)

**272.**

791B

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

Rating: 1500 · first AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[surokpro's solution](#)

**273.**

748B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1500 · first AC: 2016-12-25 · Python 3 (first AC) · Tags: implementation, strings

[surokpro's solution](#)

**274.**

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-20 · Python 3 (first AC) · Tags: greedy, implementation, two pointers

[surokpro's solution](#)

**275.**

745C

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

Rating: 1500 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[surokpro's solution](#)

**276.**

743C

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

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2016-12-14 · Python 3 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[surokpro's solution](#)

**277.**

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2016-12-07 · Python 3 (first AC) · Tags: brute force, math, number theory

[surokpro's solution](#)

**278.**

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[surokpro's solution](#)

**279.**

701C

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

Quality: 19,796 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers

[surokpro's solution](#)

**280.**

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-06-29 · Python 3 (first AC) · Tags: dfs and similar, graphs

[surokpro's solution](#)

**281.**

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · Python 3 (first AC) · Tags: implementation, math

[surokpro's solution](#)

**282.**

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,438 global accepts · Rating: 1500 · first AC: 2016-05-25 · Python 3 (first AC) · Tags: binary search, dp, strings, two pointers  
[surokpro's solution](#)

**283.**

495C

[Treasure](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-02-29 · Python 3 (first AC) · Tags: greedy, implementation  
[surokpro's solution](#)

**284.**

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,338 global accepts · Rating: 1500 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: math, number theory  
[surokpro's solution](#)

**285.**

574B

[Bear and Three Musketeers](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2016-02-09 · Python 3 (first AC) · Tags: brute force, dfs and similar, graphs, hashing  
[surokpro's solution](#)

**286.**

577C

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

Rating: 1500 · first AC: 2016-01-24 · Python 3 (first AC) · Tags: implementation, number theory  
[surokpro's solution](#)

**287.**

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-01-14 · Python 3 (first AC) · Tags: brute force, implementation  
[surokpro's solution](#)

**288.**

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,463 global accepts · Rating: 1500 · first AC: 2015-12-23 · Python 3 (first AC) · Tags: combinatorics, strings  
[surokpro's solution](#)

**289.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,465 global accepts · Rating: 1500 · first AC: 2015-11-28 · Python 3 (first AC) · Tags: dfs and similar, graphs, trees  
[surokpro's solution](#)

**290.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,926 global accepts · Rating: 1500 · first AC: 2015-11-27 · Python 3 (first AC) · Tags: binary search, sortings, two pointers  
[surokpro's solution](#)

**291.**

588C

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

Rating: 1500 · first AC: 2015-10-22 · MS C++ (first AC) · Tags: —  
[surokpro's solution](#)

**292.**

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2015-10-13 · Python 3 (first AC) · Tags: combinatorics  
[surokpro's solution](#)

**293.**

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[surokpro's solution](#)

**294.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[surokpro's solution](#)

**295.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[surokpro's solution](#)

**296.**

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[surokpro's solution](#)

**297.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[surokpro's solution](#)

**298.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[surokpro's solution](#)

**299.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[surokpro's solution](#)

**300.**

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[surokpro's solution](#)

**301.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation

[surokpro's solution](#)

**302.**

1112B

[System Testing](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[surokpro's solution](#)

**303.**

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-01-06 · Java 8 (first AC) · Tags: constructive algorithms, trees

[surokpro's solution](#)

**304.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[surokpro's solution](#)

**305.**

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[surokpro's solution](#)

**306.**

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[surokpro's solution](#)

**307.**

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[surokpro's solution](#)

**308.**

793B

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

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[surokpro's solution](#)

**309.**

1046H

[Palindrome Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: bitmasks, hashing

[surokpro's solution](#)

**310.**

1036B

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

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-15 · Python 3 (first AC) · Tags: math

[surokpro's solution](#)

**311.**

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[surokpro's solution](#)

**312.**

682C

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

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[surokpro's solution](#)

**313.**

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2018-09-09 · last AC: 2018-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[surokpro's solution](#)

**314.**

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[surokpro's solution](#)

**315.**

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,275 global accepts · Rating: 1600 · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings  
[surokpro's solution](#)

**316.**

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-30 · Python 3 (first AC) · Tags: geometry, implementation  
[surokpro's solution](#)

**317.**

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-06 · last AC: 2018-06-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths  
[surokpro's solution](#)

**318.**

957C

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

Rating: 1600 · first AC: 2018-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers  
[surokpro's solution](#)

**319.**

944D

[Game with String](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: —  
[surokpro's solution](#)

**320.**

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,110 global accepts · Rating: 1600 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings  
[surokpro's solution](#)

**321.**

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-21 · Python 3 (first AC) · Tags: constructive algorithms, graphs, shortest paths  
[surokpro's solution](#)

**322.**

879C

[Short Program](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, graph matchings  
[surokpro's solution](#)

**323.**

858D

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

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings  
[surokpro's solution](#)

**324.**

849C

[From Y to Y](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[surokpro's solution](#)

**325.**

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: brute force, geometry

[surokpro's solution](#)

**326.**

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-03-15 · Python 3 (first AC) · Tags: binary search, math

[surokpro's solution](#)

**327.**

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,018 global accepts · Rating: 1600 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[surokpro's solution](#)

**328.**

780B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 12,646 global accepts · Rating: 1600 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: binary search

[surokpro's solution](#)

**329.**

742D

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

Rating: 1600 · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu

[surokpro's solution](#)

**330.**

742C

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

Rating: 1600 · first AC: 2016-12-07 · Python 3 (first AC) · Tags: dfs and similar, math

[surokpro's solution](#)

**331.**

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers

[surokpro's solution](#)

**332.**

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-23 · Python 3 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[surokpro's solution](#)

**333.**

705C

[Thor](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[surokpro's solution](#)

**334.**

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,828 global accepts · Rating: 1600 · first AC: 2016-06-28 · last AC: 2016-06-28 · Python 3 (first AC) · Tags: constructive algorithms, data structures, greedy

[surokpro's solution](#)

**335.**

639B

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

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-29 · Python 3 (first AC) · Tags: constructive algorithms, graphs, trees  
[surokpro's solution](#)

**336.**

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-21 · Python 3 (first AC) · Tags: combinatorics, math  
[surokpro's solution](#)

**337.**

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · Python 3 (first AC) · Tags: brute force, greedy, math, number theory  
[surokpro's solution](#)

**338.**

560C

[Gerald's Hexagon](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-02-10 · Python 3 (first AC) · Tags: geometry  
[surokpro's solution](#)

**339.**

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2016-01-26 · Python 3 (first AC) · Tags: constructive algorithms, data structures, implementation  
[surokpro's solution](#)

**340.**

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1600 · first AC: 2016-01-23 · Python 3 (first AC) · Tags: implementation  
[surokpro's solution](#)

**341.**

595B

[Pasha and Phone](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1600 · first AC: 2016-01-15 · Python 3 (first AC) · Tags: binary search, math  
[surokpro's solution](#)

**342.**

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-01-09 · Python 3 (first AC) · Tags: dp, graphs  
[surokpro's solution](#)

**343.**

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-12-28 · Python 3 (first AC) · Tags: binary search, brute force, greedy, implementation, math  
[surokpro's solution](#)

**344.**

608C

[Chain Reaction](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-23 · Python 3 (first AC) · Tags: dp  
[surokpro's solution](#)

**345.**

606B

[Testing Robots](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 1600 · first AC: 2015-12-09 · Python 3 (first AC) · Tags: implementation  
[surokpro's solution](#)

**346.**

606C

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

Rating: 1600 · first AC: 2015-12-09 · Python 3 (first AC) · Tags: —

[surokpro's solution](#)

**347.**

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2015-12-05 · Python 3 (first AC) · Tags: implementation, strings

[surokpro's solution](#)

**348.**

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-11-24 · Python 3 (first AC) · Tags: graphs

[surokpro's solution](#)

**349.**

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-05 · Python 3 (first AC) · Tags: geometry, sortings

[surokpro's solution](#)

**350.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[surokpro's solution](#)

**351.**

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs

[surokpro's solution](#)

**352.**

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[surokpro's solution](#)

**353.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[surokpro's solution](#)

**354.**

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[surokpro's solution](#)

**355.**

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[surokpro's solution](#)

**356.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[surokpro's solution](#)

**357.**

944B

[Laboratory Work](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-04 · PyPy 3 (first AC) · Tags: implementation  
[surokpro's solution](#)

**358.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs  
[surokpro's solution](#)

**359.**

897C

[Nephren gives a riddle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math  
[surokpro's solution](#)

**360.**

807C

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[surokpro's solution](#)

**361.**

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-03-03 · GNU C++11 (first AC) · Tags: binary search, strings  
[surokpro's solution](#)

**362.**

740C

[Alyona and mex](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms  
[surokpro's solution](#)

**363.**

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: implementation  
[surokpro's solution](#)

**364.**

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings  
[surokpro's solution](#)

**365.**

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees  
[surokpro's solution](#)

**366.**

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-04 · Python 3 (first AC) · Tags: data structures, sortings  
[surokpro's solution](#)

**367.**

499C

[Crazy Town](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-03-01 · Python 3 (first AC) · Tags: geometry, math

[surokpro's solution](#)

**368.**

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2016-02-22 · Python 3 (first AC) · Tags: constructive algorithms, greedy, strings

[surokpro's solution](#)

**369.**

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: combinatorics, math

[surokpro's solution](#)

**370.**

560D

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

Rating: 1700 · first AC: 2016-02-10 · Python 3 (first AC) · Tags: hashing, implementation, strings

[surokpro's solution](#)

**371.**

583C

[GCD Table](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-08 · Python 3 (first AC) · Tags: constructive algorithms, number theory

[surokpro's solution](#)

**372.**

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-07 · Python 3 (first AC) · Tags: implementation, math

[surokpro's solution](#)

**373.**

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-01-23 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[surokpro's solution](#)

**374.**

606D

[Lazy Student](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-12-11 · Python 3 (first AC) · Tags: graphs

[surokpro's solution](#)

**375.**

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-15 · Python 3 (first AC) · Tags: combinatorics, greedy, sortings

[surokpro's solution](#)

**376.**

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp

[surokpro's solution](#)

**377.**

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[surokpro's solution](#)

**378.**

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1800 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths  
[surokpro's solution](#)

**379.**

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers  
[surokpro's solution](#)

**380.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,597 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[surokpro's solution](#)

**381.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[surokpro's solution](#)

**382.**

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers  
[surokpro's solution](#)

**383.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math  
[surokpro's solution](#)

**384.**

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings  
[surokpro's solution](#)

**385.**

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[surokpro's solution](#)

**386.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[surokpro's solution](#)

**387.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths  
[surokpro's solution](#)

**388.**

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation  
[surokpro's solution](#)

**389.**

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: number theory  
[surokpro's solution](#)

**390.**

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive  
[surokpro's solution](#)

**391.**

1030D

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

Quality: 6,255 global accepts · Rating: 1800 · first AC: 2018-09-23 · Python 3 (first AC) · Tags: geometry, number theory  
[surokpro's solution](#)

**392.**

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation  
[surokpro's solution](#)

**393.**

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp  
[surokpro's solution](#)

**394.**

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[surokpro's solution](#)

**395.**

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[surokpro's solution](#)

**396.**

1038D

[Slime](#) · [Tutorial](#)

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

**397.**

987E

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

Rating: 1800 · first AC: 2018-06-06 · C++17 (GCC 7-32) (first AC) · Tags: math  
[surokpro's solution](#)

**398.**

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[surokpro's solution](#)

**399.**

934C

[A Twisty Movement](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[surokpro's solution](#)

**400.**

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[surokpro's solution](#)

**401.**

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2018-01-21 · PyPy 3 (first AC) · Tags: brute force, combinatorics, dp

[surokpro's solution](#)

**402.**

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2017-12-18 · Python 3 (first AC) · Tags: constructive algorithms, math

[surokpro's solution](#)

**403.**

854D

[Jury Meeting](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy

[surokpro's solution](#)

**404.**

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[surokpro's solution](#)

**405.**

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: data structures, greedy

[surokpro's solution](#)

**406.**

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[surokpro's solution](#)

**407.**

701E

[Connecting Universities](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-07-29 · last AC: 2016-07-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[surokpro's solution](#)

**408.**

688D

[Remainders Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[surokpro's solution](#)

**409.**

672C

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

Rating: 1800 · first AC: 2016-05-30 · Python 3 (first AC) · Tags: brute force, geometry, greedy, implementation

[surokpro's solution](#)

**410.**

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-28 · Java 8 (first AC) · Tags: data structures, trees

[surokpro's solution](#)

**411.**

667C

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

Rating: 1800 · first AC: 2016-05-24 · Python 3 (first AC) · Tags: dp, strings

[surokpro's solution](#)

**412.**

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2016-02-27 · last AC: 2016-02-27 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings

[surokpro's solution](#)

**413.**

604D

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

Rating: 1800 · first AC: 2016-02-22 · Python 3 (first AC) · Tags: combinatorics, dsu, math, number theory

[surokpro's solution](#)

**414.**

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2016-02-19 · Python 3 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[surokpro's solution](#)

**415.**

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: geometry, math

[surokpro's solution](#)

**416.**

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-14 · last AC: 2016-02-14 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, probabilities

[surokpro's solution](#)

**417.**

624C

[Graph and String](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-02-09 · Python 3 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[surokpro's solution](#)

**418.**

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2016-02-02 · GNU C++ (first AC) · Tags: constructive algorithms

[surokpro's solution](#)

**419.**

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2015-11-01 · Python 3 (first AC) · Tags: math

[surokpro's solution](#)

**420.**

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, expression parsing, strings  
[surokpro's solution](#)

**421.**

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[surokpro's solution](#)

**422.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,067 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[surokpro's solution](#)

**423.**

1112C

[Diana and Liana](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers  
[surokpro's solution](#)

**424.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[surokpro's solution](#)

**425.**

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[surokpro's solution](#)

**426.**

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[surokpro's solution](#)

**427.**

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[surokpro's solution](#)

**428.**

1013D

[Chemical table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, matrices  
[surokpro's solution](#)

**429.**

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy  
[surokpro's solution](#)

**430.**

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1900 · first AC: 2018-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[surokpro's solution](#)

**431.**

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, math  
[surokpro's solution](#)

**432.**

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-30 · Python 3 (first AC) · Tags: bitmasks, brute force  
[surokpro's solution](#)

**433.**

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-06-07 · last AC: 2018-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, trees  
[surokpro's solution](#)

**434.**

944E

[Teodor is not a liar!](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp  
[surokpro's solution](#)

**435.**

914D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-01-21 · last AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory  
[surokpro's solution](#)

**436.**

849D

[Router's Song](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: geometry  
[surokpro's solution](#)

**437.**

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 1900 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation  
[surokpro's solution](#)

**438.**

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation  
[surokpro's solution](#)

**439.**

745D

[Hongcow's Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-12-17 · last AC: 2016-12-17 · Python 3 (first AC) · Tags: bitmasks, divide and conquer, interactive  
[surokpro's solution](#)

**440.**

740D

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

Rating: 1900 · first AC: 2016-11-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graph matchings, graphs  
[surokpro's solution](#)

**441.**

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: data structures, greedy, strings  
[surokpro's solution](#)

**442.**

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math  
[surokpro's solution](#)

**443.**

701D

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

Rating: 1900 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: binary search, math  
[surokpro's solution](#)

**444.**

688E

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

Rating: 1900 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: dp  
[surokpro's solution](#)

**445.**

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2016-02-23 · Python 3 (first AC) · Tags: greedy, hashing, string suffix structures, strings  
[surokpro's solution](#)

**446.**

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: math  
[surokpro's solution](#)

**447.**

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-02-11 · GNU C++ (first AC) · Tags: constructive algorithms  
[surokpro's solution](#)

**448.**

614C

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

Rating: 1900 · first AC: 2016-01-16 · Python 3 (first AC) · Tags: geometry  
[surokpro's solution](#)

**449.**

608D

[Zuma](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-01-10 · GNU C++ (first AC) · Tags: dp  
[surokpro's solution](#)

**450.**

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2015-11-01 · Python 3 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory  
[surokpro's solution](#)

**451.**

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings  
[surokpro's solution](#)

**452.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[surokpro's solution](#)

**453.**

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers  
[surokpro's solution](#)

**454.**

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math  
[surokpro's solution](#)

**455.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms  
[surokpro's solution](#)

**456.**

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths  
[surokpro's solution](#)

**457.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[surokpro's solution](#)

**458.**

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers  
[surokpro's solution](#)

**459.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,364 global accepts · Rating: 2000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings  
[surokpro's solution](#)

**460.**

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[surokpro's solution](#)

**461.**

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees  
[surokpro's solution](#)

**462.**

1011F

[Mars rover](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-10-06 · last AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[surokpro's solution](#)

**463.**

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[surokpro's solution](#)

**464.**

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,352 global accepts · Rating: 2000 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[surokpro's solution](#)

**465.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[surokpro's solution](#)

**466.**

934D

[A Determined Cleanup](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-02-14 · Python 3 (first AC) · Tags: math

[surokpro's solution](#)

**467.**

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[surokpro's solution](#)

**468.**

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2017-12-18 · GNU C++11 (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[surokpro's solution](#)

**469.**

897D

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, implementation, interactive

[surokpro's solution](#)

**470.**

870D

[Something with XOR Queries](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2000 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: brute force, interactive, probabilities

[surokpro's solution](#)

**471.**

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[surokpro's solution](#)

**472.**

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,041 global accepts · Rating: 2000 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[surokpro's solution](#)

**473.**

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: binary search, data structures

[surokpro's solution](#)

**474.**

807D

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-05-07 · last AC: 2017-05-09 · Python 3 (first AC) · Tags: brute force, greedy

[surokpro's solution](#)

**475.**

787C

[Berzerk](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[surokpro's solution](#)

**476.**

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[surokpro's solution](#)

**477.**

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-20 · last AC: 2016-12-20 · GNU C++11 (first AC) · Tags: binary search, data structures

[surokpro's solution](#)

**478.**

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2016-06-28 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[surokpro's solution](#)

**479.**

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-05-27 · Java 8 (first AC) · Tags: graphs, implementation, shortest paths

[surokpro's solution](#)

**480.**

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2016-02-28 · Python 3 (first AC) · Tags: math

[surokpro's solution](#)

**481.**

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-01-10 · Python 3 (first AC) · Tags: dp, greedy, strings, trees

[surokpro's solution](#)

**482.**

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-01-09 · Python 3 (first AC) · Tags: math, number theory

[surokpro's solution](#)

**483.**

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs  
[surokpro's solution](#)

**484.**

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[surokpro's solution](#)

**485.**

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, sortings

[surokpro's solution](#)

**486.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[surokpro's solution](#)

**487.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[surokpro's solution](#)

**488.**

1112D

[Compress String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: strings

[surokpro's solution](#)

**489.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2018-11-11 · last AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[surokpro's solution](#)

**490.**

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[surokpro's solution](#)

**491.**

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[surokpro's solution](#)

**492.**

847F

[Berland Elections](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[surokpro's solution](#)

**493.**

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry

[surokpro's solution](#)

**494.**

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2018-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[surokpro's solution](#)

**495.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,749 global accepts · Rating: 2100 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[surokpro's solution](#)

**496.**

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[surokpro's solution](#)

**497.**

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[surokpro's solution](#)

**498.**

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[surokpro's solution](#)

**499.**

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2017-11-24 · last AC: 2017-11-24 · GNU C++11 (first AC) · Tags: dp, graphs

[surokpro's solution](#)

**500.**

876E

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

Rating: 2100 · first AC: 2017-10-20 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[surokpro's solution](#)

**501.**

841D

[Leha and another game about graph](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[surokpro's solution](#)

**502.**

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[surokpro's solution](#)

**503.**

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[surokpro's solution](#)

**504.**

748E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2100 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[surokpro's solution](#)

**505.**

748D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2100 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[surokpro's solution](#)

**506.**

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-28 · Python 3 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[surokpro's solution](#)

**507.**

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2016-03-03 · GNU C++ (first AC) · Tags: brute force, math, number theory

[surokpro's solution](#)

**508.**

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2016-01-10 · Python 3 (first AC) · Tags: binary search, implementation, math

[surokpro's solution](#)

**509.**

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[surokpro's solution](#)

**510.**

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[surokpro's solution](#)

**511.**

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[surokpro's solution](#)

**512.**

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[surokpro's solution](#)

**513.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[surokpro's solution](#)

**514.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[surokpro's solution](#)

### 515.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[surokpro's solution](#)

### 516.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[surokpro's solution](#)

### 517.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[surokpro's solution](#)

### 518.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[surokpro's solution](#)

### 519.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs

[surokpro's solution](#)

### 520.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[surokpro's solution](#)

### 521.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[surokpro's solution](#)

### 522.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[surokpro's solution](#)

### 523.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[surokpro's solution](#)

### 524.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[surokpro's solution](#)

**525.**

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-21 · last AC: 2017-11-21 · GNU C++11 (first AC) · Tags: brute force, data structures, trees

[surokpro's solution](#)

**526.**

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-09 · last AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[surokpro's solution](#)

**527.**

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[surokpro's solution](#)

**528.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[surokpro's solution](#)

**529.**

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[surokpro's solution](#)

**530.**

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[surokpro's solution](#)

**531.**

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[surokpro's solution](#)

**532.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[surokpro's solution](#)

**533.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[surokpro's solution](#)

**534.**

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[surokpro's solution](#)

**535.**

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[surokpro's solution](#)

**536.**

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[surokpro's solution](#)

**537.**

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[surokpro's solution](#)

**538.**

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[surokpro's solution](#)

**539.**

1090E

[Horseback Riding](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2300 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[surokpro's solution](#)

**540.**

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[surokpro's solution](#)

**541.**

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[surokpro's solution](#)

**542.**

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math

[surokpro's solution](#)

**543.**

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[surokpro's solution](#)

**544.**

675E

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

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2016-05-29 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[surokpro's solution](#)

**545.**

595C

[Warrior and Archer](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-01-15 · Python 3 (first AC) · Tags: games

[surokpro's solution](#)

**546.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[surokpro's solution](#)

**547.**

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, trees

[surokpro's solution](#)

**548.**

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[surokpro's solution](#)

**549.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[surokpro's solution](#)

**550.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-31 · last AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[surokpro's solution](#)

**551.**

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[surokpro's solution](#)

**552.**

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[surokpro's solution](#)

**553.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[surokpro's solution](#)

**554.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[surokpro's solution](#)

**555.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2020-08-30 · last AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs  
[surokpro's solution](#)

**556.**

1206E

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

Rating: 2400 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive  
[surokpro's solution](#)

**557.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry  
[surokpro's solution](#)

**558.**

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-15 · last AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[surokpro's solution](#)

**559.**

1090C

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

Quality: 571 global accepts · Rating: 2400 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures  
[surokpro's solution](#)

**560.**

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math  
[surokpro's solution](#)

**561.**

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees  
[surokpro's solution](#)

**562.**

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees  
[surokpro's solution](#)

**563.**

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2018-09-09 · last AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs  
[surokpro's solution](#)

**564.**

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees  
[surokpro's solution](#)

**565.**

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-06 · last AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[surokpro's solution](#)

**566.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2018-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[surokpro's solution](#)

**567.**

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2017-11-28 · Python 3 (first AC) · Tags: binary search, constructive algorithms, interactive

[surokpro's solution](#)

**568.**

887D

[Ratings and Reality Shows](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2400 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: data structures, two pointers

[surokpro's solution](#)

**569.**

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[surokpro's solution](#)

**570.**

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2016-05-27 · Python 3 (first AC) · Tags: math

[surokpro's solution](#)

**571.**

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[surokpro's solution](#)

**572.**

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[surokpro's solution](#)

**573.**

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[surokpro's solution](#)

**574.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[surokpro's solution](#)

**575.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[surokpro's solution](#)

**576.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[surokpro's solution](#)

**577.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[surokpro's solution](#)

**578.**

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings

[surokpro's solution](#)

**579.**

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[surokpro's solution](#)

**580.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,691 global accepts · Rating: 2500 · first AC: 2019-03-29 · last AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[surokpro's solution](#)

**581.**

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[surokpro's solution](#)

**582.**

1112F

[Power Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[surokpro's solution](#)

**583.**

1090G

[Combostone](#) · [Tutorial](#)

Quality: 123 global accepts · Rating: 2500 · first AC: 2018-12-11 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation

[surokpro's solution](#)

**584.**

508D

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

Quality: 4,231 global accepts · Rating: 2500 · first AC: 2018-12-03 · last AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[surokpro's solution](#)

**585.**

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[surokpro's solution](#)

**586.**

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[surokpro's solution](#)

**587.**

994F

[Compute Power](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[surokpro's solution](#)

**588.**

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[surokpro's solution](#)

**589.**

987F

[AND Graph](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[surokpro's solution](#)

**590.**

608E

[Marbles](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-02-10 · Python 3 (first AC) · Tags: strings

[surokpro's solution](#)

**591.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2600 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[surokpro's solution](#)

**592.**

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[surokpro's solution](#)

**593.**

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[surokpro's solution](#)

**594.**

1090F

[How to Learn You Score](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 2600 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[surokpro's solution](#)

**595.**

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2018-09-28 · last AC: 2018-09-28 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing, strings

[surokpro's solution](#)

**596.**

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees  
[surokpro's solution](#)

**597.**

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory  
[surokpro's solution](#)

**598.**

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2018-10-20 · last AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings  
[surokpro's solution](#)

**599.**

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths  
[surokpro's solution](#)

**600.**

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs  
[surokpro's solution](#)

**601.**

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees  
[surokpro's solution](#)

**602.**

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math  
[surokpro's solution](#)

**603.**

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory, probabilities  
[surokpro's solution](#)

**604.**

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings  
[surokpro's solution](#)

**605.**

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[surokpro's solution](#)

**606.**

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[surokpro's solution](#)

**607.**

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[surokpro's solution](#)

**608.**

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[surokpro's solution](#)

**609.**

102511B

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

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[surokpro's solution](#)

**610.**

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[surokpro's solution](#)

**611.**

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[surokpro's solution](#)

**612.**

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[surokpro's solution](#)

**613.**

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[surokpro's solution](#)

**614.**

105911E

[God's String on This Wonderful World](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[surokpro's solution](#)

**615.**

105911I

[Dating Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[surokpro's solution](#)

**616.**

105911F

[Caloric Difference](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[surokpro's solution](#)

**617.**

105911D

[Virtuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**618.**

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**619.**

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**620.**

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**621.**

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · Python 3 (first AC) · Tags: —  
[surokpro's solution](#)

**622.**

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[surokpro's solution](#)

**623.**

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**624.**

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**625.**

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**626.**

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**627.**

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**628.**

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[surokpro's solution](#)

**629.**

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**630.**

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[surokpro's solution](#)

**631.**

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**632.**

102471C

[Dirichlet  \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[surokpro's solution](#)

**633.**

102471J

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**634.**

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**635.**

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**636.**

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**637.**

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**638.**

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**639.**

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**640.**

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**641.**

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**642.**

104871I

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

Rating: — · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**643.**

104871G

[Going to the Moon](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**644.**

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**645.**

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**646.**

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**647.**

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · Python 3 (first AC) · Tags: —  
[surokpro's solution](#)

**648.**

105465C

[Christmas Sky](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**649.**

105465A

[AND-OR closure](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**650.**

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**651.**

105465K

[\\$K\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**652.**

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**653.**

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**654.**

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**655.**

105465B

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

Rating: — · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[surokpro's solution](#)

**656.**

105459I

[A Brand New Geometric Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**657.**

105459E

[Marble Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**658.**

105459B

[Concave Hull](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**659.**

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**660.**

105459A

[Build a Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[surokpro's solution](#)

**661.**

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[surokpro's solution](#)

**662.**

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**663.**

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**664.**

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[surokpro's solution](#)

**665.**

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**666.**

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**667.**

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[surokpro's solution](#)

**668.**

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**669.**

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**670.**

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[surokpro's solution](#)

**671.**

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[surokpro's solution](#)

**672.**

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**673.**

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**674.**

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[surokpro's solution](#)

**675.**

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**676.**

101635D

[Candy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**677.**

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**678.**

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**679.**

101635I

[Burglary](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[surokpro's solution](#)

**680.**

101635B

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**681.**

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**682.**

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[surokpro's solution](#)

**683.**

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[surokpro's solution](#)

**684.**

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**685.**

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**686.**

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**687.**

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**688.**

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**689.**

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**690.**

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**691.**

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**692.**

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**693.**

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**694.**

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**695.**

104366E

[Triangle Pick](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**696.**

104366G

[Expected Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**697.**

104366F

[MPFT](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**698.**

104366H

[Light the Street](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**699.**

104366M

[Easy Problem of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**700.**

104366I

[Subsetting and Summing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**701.**

104366D

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

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**702.**

104366A

[Cask Effect](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**703.**

104366K

[The Secret Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**704.**

104466F

[Freestyle Masonry](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**705.**

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**706.**

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[surokpro's solution](#)

**707.**

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[surokpro's solution](#)

**708.**

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**709.**

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**710.**

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[surokpro's solution](#)

**711.**

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[surokpro's solution](#)

**712.**

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[surokpro's solution](#)

**713.**

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**714.**

104274E

[B C D > 0 LDB 8 CÖ>CÄ5D 0 D\\$5C'5DD>CÖ>C](#)

Rating: — · first AC: 2023-08-11 · last AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**715.**

104274J

[B C D > 0 LDB 8 CÄ0D\\$5CÄ0D\\$8Dt5D :C,,5 Dt0D K](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

716.

104274H

[B.COD>C`LDB 8 C6@Cä1C`5CÄ0 C\\$0C4>CÔ5D\\$:C€](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

717.

104274F

[B.COD>C`LDB 8 C,,3D 0 C" =C ?CT@D BC#8](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

718.

104274I

[B.COD>C`LDB 8 CD=C, @Cä6CD5CÔ8Dò 2CT;C,,:C,,E](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

719.

104274D

[B.COD>C`LDB 8 AÔ Aö](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

720.

104274C

[B.COD>C`LDB 8 C#CC 8C¢ D41C,,:C ,,AD4?CT@ DT0D 4\)](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

721.

104274G

[B.COD>C`LDB 8 DD>D <C,,@Cä2C =C,,5 C CC#5D\\$0](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

722.

104274A

[B.COD>C`LDB 8 C @CT=CD0](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

723.

104012D

[Dice Grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

724.

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

725.

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

726.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**727.**

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**728.**

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**729.**

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**730.**

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**731.**

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**732.**

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**733.**

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees  
[surokpro's solution](#)

**734.**

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings  
[surokpro's solution](#)

**735.**

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math  
[surokpro's solution](#)

**736.**

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[surokpro's solution](#)

**737.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings  
[surokpro's solution](#)

**738.**

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[surokpro's solution](#)

**739.**

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[surokpro's solution](#)

**740.**

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[surokpro's solution](#)

**741.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[surokpro's solution](#)

**742.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[surokpro's solution](#)

**743.**

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[surokpro's solution](#)

**744.**

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[surokpro's solution](#)

**745.**

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[surokpro's solution](#)

**746.**

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[surokpro's solution](#)

**747.**

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[surokpro's solution](#)

**748.**

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[surokpro's solution](#)

**749.**

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**750.**

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**751.**

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**752.**

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**753.**

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**754.**

100520C

[Catalian Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**755.**

100520G

[Genome of English Literature](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**756.**

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**757.**

100520K

[Kabbalah for Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**758.**

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**759.**

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**760.**

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**761.**

100518C

[Catalonian Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · PyPy 3-64 (first AC) · Tags: —  
[surokpro's solution](#)

**762.**

100518H

[Huffman Codes](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**763.**

100518G

[Gold Mine](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**764.**

100518I

[Intelligent Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**765.**

100518E

[Embedding Caterpillars](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**766.**

100518B

[Braess's Paradox](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**767.**

100518D

[Detect Shuffling Method](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**768.**

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**769.**

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**770.**

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**771.**

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**772.**

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**773.**

101630A

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

Rating: — · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**774.**

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**775.**

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**776.**

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**777.**

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**778.**

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**779.**

101606H

[Hiking](#) · [Tutorial](#)

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

**780.**

101606K

[Knightsbridge Rises](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**781.**

101606G

[Gentlebots](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**782.**

101606B

[Breaking Biscuits](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**783.**

101606E

[Education](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**784.**

101606A

[Alien Sunset](#) · [Tutorial](#)

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

**785.**

101606F

[Flipping Coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**786.**

101606L

[Lizard Lounge](#) · [Tutorial](#)

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

**787.**

101606C

[Cued In](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**788.**

101606I

[I Work All Day](#) · [Tutorial](#)

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

**789.**

101606J

[Just A Minim](#) · [Tutorial](#)

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

**790.**

101606D

[Deranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[surokpro's solution](#)

**791.**

101585D

[Destroying the Skyscrapers](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**792.**

101585G

[Gmoogle](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · Python 3 (first AC) · Tags: —  
[surokpro's solution](#)

**793.**

101585E

[Fill the Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**794.**

101585F

[Buddy numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**795.**

101585H

[Generator](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**796.**

101585I

[Addition](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**797.**

101585J

[AD>C@D'9 CÄ0C0](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**798.**

101585K

[A@C@2CT@C#0 CÄ0D HD CD\\$>C](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**799.**

101585L

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

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**800.**

101585C

[Closing Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**801.**

101585B

[Big Triangle on The Moon](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**802.**

101585A

[Add, Sub and Count Ones](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**803.**

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**804.**

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**805.**

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**806.**

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**807.**

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-01 · Python 3 (first AC) · Tags: —  
[surokpro's solution](#)

**808.**

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**809.**

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**810.**

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · last AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**811.**

100307I

[Interactive Interception](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**812.**

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**813.**

100307G

[Green Energy](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**814.**

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**815.**

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**816.**

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**817.**

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**818.**

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**819.**

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**820.**

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**821.**

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**822.**

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**823.**

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**824.**

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**825.**

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**826.**

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**827.**

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**828.**

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**829.**

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**830.**

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**831.**

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**832.**

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**833.**

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-21 · Python 3 (first AC) · Tags: —  
[surokpro's solution](#)

**834.**

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**835.**

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

**836.**

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

837.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · Python 3 (first AC) · Tags: —

[surokpro's solution](#)

838.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[surokpro's solution](#)

839.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[surokpro's solution](#)

840.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[surokpro's solution](#)

841.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[surokpro's solution](#)

842.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[surokpro's solution](#)

843.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[surokpro's solution](#)

844.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[surokpro's solution](#)

845.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[surokpro's solution](#)

846.

101587G

[AÄD&BC, 8 Cö>CD?CäAC 5CD>C\\$0D\\$5C`LCÔ>D BC€](#)

Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[surokpro's solution](#)

847.

101587E

[A&Dj&C`QC](#)

Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[surokpro's solution](#)

848.

101587I

[AõDñBC ;DÄ=C O CòCD,,:C](#)

Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

849.

101587D

[AÄDD\\$@C,,FC C,,:C](#)

Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

850.

101587C

[AÄDñBC, 8 Cò0D >C`L](#)

Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

851.

101587A

[Añ00ñC€](#)

Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

852.

100799A

[A`BÇäD°](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[surokpro's solution](#)

853.

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Rating: — · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
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[Inna and Alarm Clock · Tutorial](#)

Quality: 3,752 global accepts · Rating: — · first AC: 2018-09-12 · Python 3 (first AC) · Tags: implementation  
[surokpro's solution](#)

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[Counting Sticks](#) · [Tutorial](#)

Quality: 2,738 global accepts · Rating: — · first AC: 2018-09-12 · Python 3 (first AC) · Tags: brute force, implementation  
[surokpro's solution](#)

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Rating: — · first AC: 2015-10-14 · Python 3 (first AC) · Tags: —  
[surokpro's solution](#)

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Rating: — · first AC: 2015-04-20 · Python 3 (first AC) · Tags: —  
[surokpro's solution](#)