

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

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# Unique solved — tamref

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

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

Filters: none

Count: 524

1.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings  
[tamref's solution](#)

2.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[tamref's solution](#)

3.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,037 global accepts · Rating: 800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[tamref's solution](#)

4.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[tamref's solution](#)

5.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math  
[tamref's solution](#)

6.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation  
[tamref's solution](#)

7.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings  
[tamref's solution](#)

8.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory  
[tamref's solution](#)

9.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers  
[tamref's solution](#)

**10.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[tamref's solution](#)

**11.**

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[tamref's solution](#)

**12.**

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[tamref's solution](#)

**13.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[tamref's solution](#)

**14.**

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,376 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math  
[tamref's solution](#)

**15.**

1408A

[Circle Coloring](#) · [Tutorial](#)

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

**16.**

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[tamref's solution](#)

**17.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings  
[tamref's solution](#)

**18.**

101911I

[Heist](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**19.**

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[tamref's solution](#)

**20.**

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[tamref's solution](#)

**21.**

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[tamref's solution](#)

**22.**

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[tamref's solution](#)

**23.**

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[tamref's solution](#)

**24.**

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[tamref's solution](#)

**25.**

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[tamref's solution](#)

**26.**

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[tamref's solution](#)

**27.**

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[tamref's solution](#)

**28.**

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,846 global accepts · Rating: 800 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[tamref's solution](#)

**29.**

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tamref's solution](#)

**30.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,790 global accepts · Rating: 800 · first AC: 2018-07-08 · Python 3 (first AC) · Tags: greedy, math

[tamref's solution](#)

**31.**

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[tamref's solution](#)

**32.**

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,997 global accepts · Rating: 800 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation

[tamref's solution](#)

**33.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,383 global accepts · Rating: 800 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: brute force, dp

[tamref's solution](#)

**34.**

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,535 global accepts · Rating: 800 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[tamref's solution](#)

**35.**

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,316 global accepts · Rating: 800 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: implementation, math

[tamref's solution](#)

**36.**

755A

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

Quality: 19,786 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory

[tamref's solution](#)

**37.**

750A

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

Quality: 92,566 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, math

[tamref's solution](#)

**38.**

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,098 global accepts · Rating: 800 · first AC: 2016-12-23 · Python 3 (first AC) · Tags: greedy, implementation, math, number theory

[tamref's solution](#)

**39.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,847 global accepts · Rating: 800 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[tamref's solution](#)

**40.**

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,216 global accepts · Rating: 800 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[tamref's solution](#)

**41.**

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,731 global accepts · Rating: 800 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: implementation, math, sortings

[tamref's solution](#)

**42.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[tamref's solution](#)

**43.**

814A

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

Quality: 11,046 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[tamref's solution](#)

**44.**

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[tamref's solution](#)

**45.**

1055A

[Metro](#) · [Tutorial](#)

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

[tamref's solution](#)

**46.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

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

[tamref's solution](#)

**47.**

913A

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

Quality: 24,180 global accepts · Rating: 900 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, math

[tamref's solution](#)

**48.**

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,220 global accepts · Rating: 900 · first AC: 2017-04-21 · Python 3 (first AC) · Tags: constructive algorithms, greedy, strings

[tamref's solution](#)

**49.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[tamref's solution](#)

**50.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[tamref's solution](#)

**51.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[tamref's solution](#)

**52.**

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[tamref's solution](#)

**53.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[tamref's solution](#)

**54.**

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math  
[tamref's solution](#)

**55.**

101911J

[Buying a TV Set](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**56.**

1133A

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

Quality: 19,707 global accepts · Rating: 1000 · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[tamref's solution](#)

**57.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[tamref's solution](#)

**58.**

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[tamref's solution](#)

**59.**

1088B

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

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[tamref's solution](#)

**60.**

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math  
[tamref's solution](#)

**61.**

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[tamref's solution](#)

**62.**

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-25 · GNU C++11 (first AC) · Tags: greedy, implementation, strings  
[tamref's solution](#)

**63.**

798A

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

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2017-04-21 · Python 3 (first AC) · Tags: brute force, constructive algorithms, strings  
[tamref's solution](#)

**64.**

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[tamref's solution](#)

**65.**

724A

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

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: implementation  
[tamref's solution](#)

**66.**

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities  
[tamref's solution](#)

**67.**

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings  
[tamref's solution](#)

**68.**

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings  
[tamref's solution](#)

**69.**

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[tamref's solution](#)

**70.**

883M

[Quadcopter Competition](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · GNU C++ (first AC) · Tags: greedy, math  
[tamref's solution](#)

**71.**

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory  
[tamref's solution](#)

**72.**

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings  
[tamref's solution](#)

**73.**

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,857 global accepts · Rating: 1100 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: expression parsing, implementation, strings  
[tamref's solution](#)

**74.**

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-09-21 · GNU C++ (first AC) · Tags: implementation, math

[tamref's solution](#)

**75.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[tamref's solution](#)

**76.**

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[tamref's solution](#)

**77.**

1207B

[Square Filling](#) · [Tutorial](#)

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

[tamref's solution](#)

**78.**

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1200 · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[tamref's solution](#)

**79.**

1133B

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

Quality: 14,376 global accepts · Rating: 1200 · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[tamref's solution](#)

**80.**

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[tamref's solution](#)

**81.**

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[tamref's solution](#)

**82.**

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[tamref's solution](#)

**83.**

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[tamref's solution](#)

**84.**

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tamref's solution](#)

**85.**

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[tamref's solution](#)

**86.**

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[tamref's solution](#)

**87.**

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms  
[tamref's solution](#)

**88.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, trees  
[tamref's solution](#)

**89.**

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation  
[tamref's solution](#)

**90.**

854B

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

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-10-22 · Python 3 (first AC) · Tags: constructive algorithms, math  
[tamref's solution](#)

**91.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[tamref's solution](#)

**92.**

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[tamref's solution](#)

**93.**

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[tamref's solution](#)

**94.**

1470A

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

Quality: 29,396 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers  
[tamref's solution](#)

**95.**

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[tamref's solution](#)

**96.**

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[tamref's solution](#)

**97.**

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[tamref's solution](#)

**98.**

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[tamref's solution](#)

**99.**

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[tamref's solution](#)

**100.**

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[tamref's solution](#)

**101.**

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[tamref's solution](#)

**102.**

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[tamref's solution](#)

**103.**

1065B

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

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[tamref's solution](#)

**104.**

982B

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

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[tamref's solution](#)

**105.**

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[tamref's solution](#)

**106.**

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[tamref's solution](#)

**107.**

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-08-25 · GNU C++11 (first AC) · Tags: combinatorics, math  
[tamref's solution](#)

**108.**

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: brute force, dp, strings  
[tamref's solution](#)

**109.**

755C

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

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

**110.**

750B

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

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

**111.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings  
[tamref's solution](#)

**112.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation  
[tamref's solution](#)

**113.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[tamref's solution](#)

**114.**

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[tamref's solution](#)

**115.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings  
[tamref's solution](#)

**116.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs,

greedy, shortest paths, sortings

[tamref's solution](#)

**117.**

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[tamref's solution](#)

**118.**

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tamref's solution](#)

**119.**

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[tamref's solution](#)

**120.**

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[tamref's solution](#)

**121.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[tamref's solution](#)

**122.**

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[tamref's solution](#)

**123.**

379C

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

Quality: 7,049 global accepts · Rating: 1400 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[tamref's solution](#)

**124.**

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,599 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[tamref's solution](#)

**125.**

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[tamref's solution](#)

**126.**

1088C

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

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[tamref's solution](#)

**127.**

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[tamref's solution](#)

**128.**

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: implementation  
[tamref's solution](#)

**129.**

844C

[Sorting by Subsequences](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-08-25 · GNU C++11 (first AC) · Tags: dfs and similar, math  
[tamref's solution](#)

**130.**

838A

[Binary Blocks](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 1400 · first AC: 2017-08-07 · last AC: 2017-08-07 · GNU C++11 (first AC) · Tags: brute force  
[tamref's solution](#)

**131.**

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,582 global accepts · Rating: 1400 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, two pointers  
[tamref's solution](#)

**132.**

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: math, number theory  
[tamref's solution](#)

**133.**

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs  
[tamref's solution](#)

**134.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[tamref's solution](#)

**135.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures  
[tamref's solution](#)

**136.**

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[tamref's solution](#)

**137.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[tamref's solution](#)

**138.**

930A

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

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[tamref's solution](#)

**139.**

1408C

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

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

[tamref's solution](#)

**140.**

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,291 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[tamref's solution](#)

**141.**

1250L

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

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[tamref's solution](#)

**142.**

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[tamref's solution](#)

**143.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

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

[tamref's solution](#)

**144.**

1158A

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

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[tamref's solution](#)

**145.**

1133D

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

Quality: 16,458 global accepts · Rating: 1500 · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[tamref's solution](#)

**146.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,661 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[tamref's solution](#)

**147.**

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[tamref's solution](#)

**148.**

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,862 global accepts · Rating: 1500 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[tamref's solution](#)

**149.**

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math

[tamref's solution](#)

**150.**

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-21 · GNU C++ (first AC) · Tags: implementation, strings

[tamref's solution](#)

**151.**

854C

[Planning](#) · [Tutorial](#)

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

[tamref's solution](#)

**152.**

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[tamref's solution](#)

**153.**

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[tamref's solution](#)

**154.**

1753B

[Factorial Divisibility](#) · [Tutorial](#)

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[tamref's solution](#)

**155.**

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[tamref's solution](#)

**156.**

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,609 global accepts · Rating: 1600 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[tamref's solution](#)

**157.**

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 1600 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, probabilities, strings

[tamref's solution](#)

**158.**

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[tamref's solution](#)

**159.**

1290A

[Mind Control](#) · [Tutorial](#)

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

[tamref's solution](#)

**160.**

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings, two pointers

[tamref's solution](#)

**161.**

101911A

[Coffee Break](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[tamref's solution](#)

**162.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[tamref's solution](#)

**163.**

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[tamref's solution](#)

**164.**

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math

[tamref's solution](#)

**165.**

741B

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

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[tamref's solution](#)

**166.**

375A

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

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[tamref's solution](#)

**167.**

375B

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

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, sortings

[tamref's solution](#)

**168.**

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[tamref's solution](#)

**169.**

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[tamref's solution](#)

**170.**

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[tamref's solution](#)

**171.**

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[tamref's solution](#)

**172.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

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

[tamref's solution](#)

**173.**

1025B

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

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

[tamref's solution](#)

**174.**

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[tamref's solution](#)

**175.**

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[tamref's solution](#)

**176.**

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[tamref's solution](#)

**177.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[tamref's solution](#)

**178.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[tamref's solution](#)

**179.**

101647A

[Set Theory](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: —

[tamref's solution](#)

**180.**

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: bitmasks, implementation, strings

[tamref's solution](#)

**181.**

849C

[From Y to Y](#) · [Tutorial](#)

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

[tamref's solution](#)

**182.**

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: brute force, geometry

[tamref's solution](#)

**183.**

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tamref's solution](#)

**184.**

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[tamref's solution](#)

**185.**

1621C

[Hidden Permutations](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[tamref's solution](#)

**186.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · Go (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[tamref's solution](#)

**187.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[tamref's solution](#)

**188.**

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[tamref's solution](#)

**189.**

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[tamref's solution](#)

**190.**

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[tamref's solution](#)

**191.**

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[tamref's solution](#)

**192.**

101911B

[Glider](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[tamref's solution](#)

**193.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

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

[tamref's solution](#)

**194.**

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[tamref's solution](#)

**195.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[tamref's solution](#)

**196.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[tamref's solution](#)

**197.**

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[tamref's solution](#)

**198.**

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2018-10-04 · last AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, probabilities, trees

[tamref's solution](#)

**199.**

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[tamref's solution](#)

**200.**

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[tamref's solution](#)

**201.**

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2018-03-31 · Python 3 (first AC) · Tags: \*special

[tamref's solution](#)

**202.**

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[tamref's solution](#)

**203.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[tamref's solution](#)

**204.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[tamref's solution](#)

**205.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[tamref's solution](#)

**206.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[tamref's solution](#)

**207.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[tamref's solution](#)

**208.**

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[tamref's solution](#)

**209.**

585A

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

Quality: 4,477 global accepts · Rating: 1800 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[tamref's solution](#)

**210.**

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings  
[tamref's solution](#)

**211.**

1267J

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

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[tamref's solution](#)

**212.**

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[tamref's solution](#)

**213.**

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[tamref's solution](#)

**214.**

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[tamref's solution](#)

**215.**

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings  
[tamref's solution](#)

**216.**

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[tamref's solution](#)

**217.**

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths  
[tamref's solution](#)

**218.**

913D

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

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings  
[tamref's solution](#)

**219.**

894B

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

Quality: 4,700 global accepts · Rating: 1800 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, number theory  
[tamref's solution](#)

**220.**

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[tamref's solution](#)

**221.**

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[tamref's solution](#)

**222.**

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 1800 · first AC: 2017-07-23 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[tamref's solution](#)

**223.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[tamref's solution](#)

**224.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[tamref's solution](#)

**225.**

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[tamref's solution](#)

**226.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[tamref's solution](#)

**227.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[tamref's solution](#)

**228.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[tamref's solution](#)

**229.**

1470B

[Strange Definition](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[tamref's solution](#)

**230.**

930C

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

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[tamref's solution](#)

### 231.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[tamref's solution](#)

### 232.

101911G

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

Rating: 1900 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[tamref's solution](#)

### 233.

1207E

[XOR Guessing](#) · [Tutorial](#)

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

[tamref's solution](#)

### 234.

1090B

[LaTeX Expert](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 1900 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[tamref's solution](#)

### 235.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[tamref's solution](#)

### 236.

1043E

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

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[tamref's solution](#)

### 237.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[tamref's solution](#)

### 238.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[tamref's solution](#)

### 239.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[tamref's solution](#)

### 240.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy

[tamref's solution](#)

### 241.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[tamref's solution](#)

**242.**

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[tamref's solution](#)

**243.**

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp  
[tamref's solution](#)

**244.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers  
[tamref's solution](#)

**245.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities  
[tamref's solution](#)

**246.**

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math  
[tamref's solution](#)

**247.**

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees  
[tamref's solution](#)

**248.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees  
[tamref's solution](#)

**249.**

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees  
[tamref's solution](#)

**250.**

1408D

[Searchlights](#) · [Tutorial](#)

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

**251.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[tamref's solution](#)

**252.**

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2018-10-05 · last AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[tamref's solution](#)

**253.**

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[tamref's solution](#)

**254.**

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[tamref's solution](#)

**255.**

1090L

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

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[tamref's solution](#)

**256.**

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[tamref's solution](#)

**257.**

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[tamref's solution](#)

**258.**

1060E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[tamref's solution](#)

**259.**

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[tamref's solution](#)

**260.**

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-16 · GNU C++11 (first AC) · Tags: data structures

[tamref's solution](#)

**261.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[tamref's solution](#)

**262.**

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory  
[tamref's solution](#)

**263.**

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2020-07-05 · PyPy 3 (first AC) · Tags: combinatorics, math  
[tamref's solution](#)

**264.**

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2020-03-12 · last AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices  
[tamref's solution](#)

**265.**

1252G

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

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[tamref's solution](#)

**266.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[tamref's solution](#)

**267.**

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy  
[tamref's solution](#)

**268.**

854E

[Boredom](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: data structures  
[tamref's solution](#)

**269.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp  
[tamref's solution](#)

**270.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees  
[tamref's solution](#)

**271.**

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-05-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings  
[tamref's solution](#)

**272.**

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[tamref's solution](#)

**273.**

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[tamref's solution](#)

**274.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[tamref's solution](#)

**275.**

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[tamref's solution](#)

**276.**

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[tamref's solution](#)

**277.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[tamref's solution](#)

**278.**

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[tamref's solution](#)

**279.**

894D

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

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: brute force, data structures, trees

[tamref's solution](#)

**280.**

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[tamref's solution](#)

**281.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[tamref's solution](#)

**282.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[tamref's solution](#)

**283.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[tamref's solution](#)

**284.**

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[tamref's solution](#)

**285.**

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[tamref's solution](#)

**286.**

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[tamref's solution](#)

**287.**

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[tamref's solution](#)

**288.**

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[tamref's solution](#)

**289.**

1148E

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

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[tamref's solution](#)

**290.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[tamref's solution](#)

**291.**

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[tamref's solution](#)

**292.**

1090E

[Horseback Riding](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2300 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[tamref's solution](#)

**293.**

1065E

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

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[tamref's solution](#)

**294.**

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[tamref's solution](#)

**295.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[tamref's solution](#)

**296.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[tamref's solution](#)

**297.**

1267A

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

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[tamref's solution](#)

**298.**

1252F

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

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: hashing, trees

[tamref's solution](#)

**299.**

1218D

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

Quality: 604 global accepts · Rating: 2400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, graphs

[tamref's solution](#)

**300.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[tamref's solution](#)

**301.**

1090C

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

Quality: 571 global accepts · Rating: 2400 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[tamref's solution](#)

**302.**

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[tamref's solution](#)

**303.**

101647C

[Eleventh Birthday](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-01-05 · last AC: 2018-01-06 · GNU C++11 (first AC) · Tags: —

[tamref's solution](#)

**304.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[tamref's solution](#)

**305.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[tamref's solution](#)

**306.**

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[tamref's solution](#)

**307.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[tamref's solution](#)

**308.**

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[tamref's solution](#)

**309.**

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[tamref's solution](#)

**310.**

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[tamref's solution](#)

**311.**

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, implementation

[tamref's solution](#)

**312.**

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[tamref's solution](#)

**313.**

101911L

[Ray in the tube](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[tamref's solution](#)

**314.**

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[tamref's solution](#)

**315.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive  
[tamref's solution](#)

**316.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy  
[tamref's solution](#)

**317.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings  
[tamref's solution](#)

**318.**

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp  
[tamref's solution](#)

**319.**

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs  
[tamref's solution](#)

**320.**

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings  
[tamref's solution](#)

**321.**

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer  
[tamref's solution](#)

**322.**

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, math  
[tamref's solution](#)

**323.**

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-05-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers  
[tamref's solution](#)

**324.**

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[tamref's solution](#)

**325.**

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[tamref's solution](#)

**326.**

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[tamref's solution](#)

**327.**

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[tamref's solution](#)

**328.**

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[tamref's solution](#)

**329.**

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[tamref's solution](#)

**330.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[tamref's solution](#)

**331.**

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[tamref's solution](#)

**332.**

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[tamref's solution](#)

**333.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[tamref's solution](#)

**334.**

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math  
[tamref's solution](#)

**335.**

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3500 · first AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[tamref's solution](#)

**336.**

102920D

[Electric Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tamref's solution](#)

**337.**

104094J

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

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**338.**

104094G

[Loop around Lake](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**339.**

104094I

[Soviet Kindergarden](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**340.**

104094L

[Wires Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**341.**

104094B

[GPS Hack](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**342.**

104094F

[Bob's Average](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**343.**

104094K

[The Fortress Defense](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**344.**

104094D

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**345.**

104094E

[kex](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**346.**

104094C

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**347.**

104094A

[Meeting Near the Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**348.**

101490E

[Charles in Charge](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**349.**

101490J

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

Rating: — · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**350.**

101490C

[Brexit](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**351.**

101490I

[Older Brother](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**352.**

101490B

[Battle Simulation](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**353.**

101490L

[Sticky Situation](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**354.**

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**355.**

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**356.**

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**357.**

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**358.**

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**359.**

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**360.**

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**361.**

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**362.**

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**363.**

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**364.**

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**365.**

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**366.**

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**367.**

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**368.**

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**369.**

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**370.**

102460I

[The Spectrum](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**371.**

102460L

[Largest Quadrilateral](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**372.**

102460B

[The Power Monitor System](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**373.**

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**374.**

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**375.**

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**376.**

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**377.**

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**378.**

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**379.**

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**380.**

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**381.**

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**382.**

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**383.**

101741G

[Berland Post](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**384.**

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**385.**

101741F

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**386.**

101741J

[Subsequence Sum Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**387.**

101741K

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

Rating: — · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**388.**

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**389.**

101981H

[Huge Discount](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**390.**

101981F

[Frank](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**391.**

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**392.**

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**393.**

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**394.**

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**395.**

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**396.**

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**397.**

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**398.**

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tamref's solution](#)

**399.**

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**400.**

101485H

[Hole in One](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**401.**

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**402.**

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**403.**

101485K

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

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**404.**

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**405.**

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**406.**

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**407.**

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**408.**

101485J

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

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**409.**

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**410.**

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**411.**

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**412.**

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · Python 3 (first AC) · Tags: —  
[tamref's solution](#)

**413.**

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-03 · last AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**414.**

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**415.**

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**416.**

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**417.**

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**418.**

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**419.**

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**420.**

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**421.**

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**422.**

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**423.**

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**424.**

102483F

[Fastest Speedrun](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**425.**

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**426.**

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**427.**

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**428.**

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**429.**

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**430.**

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**431.**

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**432.**

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**433.**

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**434.**

101612H

[Hidden Supervisors](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**435.**

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**436.**

101612L

[Little Difference](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**437.**

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**438.**

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**439.**

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**440.**

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**441.**

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**442.**

102268G

[Graph Counting](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**443.**

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**444.**

102392C

[Find the Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**445.**

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**446.**

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**447.**

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**448.**

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**449.**

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**450.**

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**451.**

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**452.**

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**453.**

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**454.**

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**455.**

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**456.**

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**457.**

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**458.**

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**459.**

102346K

[Keep Calm and Sell Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**460.**

102346J

[Jar of Water Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**461.**

102346E

[Exhibition of Clownfish](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**462.**

102346I

[Interplanetary](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**463.**

102346F

[Forests in Danger](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**464.**

102346G

[Getting Confidence](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**465.**

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**466.**

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**467.**

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**468.**

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**469.**

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**470.**

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**471.**

102263L

[Burgers](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**472.**

102263F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**473.**

102263I

[Bashar and Hamada](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**474.**

102263J

[Thanos Power](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**475.**

102263G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**476.**

102263H

[Steaks](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**477.**

102263D

[Meeting Bahosain](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**478.**

102263C

[Check The Text](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**479.**

102263B

[Road to Arabella](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**480.**

102263M

[Two Operations](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**481.**

102263A

[Is It Easy ?](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**482.**

101911D

[Masquerade strikes back](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · last AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**483.**

101911K

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

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**484.**

101911H

[Theater Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**485.**

101911E

[Painting the Fence](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**486.**

101911F

[Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**487.**

101911C

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**488.**

102257A

[Strange Device](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**489.**

1164G

[Find Number \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[tamref's solution](#)

**490.**

1164E

[Least Possible Difference \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[tamref's solution](#)

**491.**

1164C

[7-digit Number \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[tamref's solution](#)

**492.**

1164B

[Triangle Area \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[tamref's solution](#)

**493.**

1164A

[Three Friends \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[tamref's solution](#)

**494.**

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**495.**

102082J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**496.**

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**497.**

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**498.**

102082B

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

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**499.**

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**500.**

102001B

[Rotating Gear](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**501.**

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**502.**

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**503.**

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**504.**

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**505.**

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**506.**

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**507.**

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**508.**

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**509.**

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tamref's solution](#)

**510.**

100543K

[The Imp](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**511.**

100543E

[Can't stop playing](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**512.**

100543L

[Outer space invaders](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**513.**

100543I

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**514.**

100543F

[Vocabulary](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**515.**

100543D

[Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**516.**

100543H

[Good morning!](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**517.**

100543C

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**518.**

101733C

[Beautiful Tables](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**519.**

101733B

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

Rating: — · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**520.**

101733A

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tamref's solution](#)

**521.**

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees  
[tamref's solution](#)

**522.**

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-27 · GNU C++11 (first AC) · Tags: —  
[tamref's solution](#)

**523.**

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-27 · GNU C++11 (first AC) · Tags: —  
[tamref's solution](#)

**524.**

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-27 · GNU C++11 (first AC) · Tags: —  
[tamref's solution](#)