

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

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# Unique solved — tranquility

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

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

Filters: none

Count: 311

1.

2061A

[Kevin and Arithmetic](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[tranquility's solution](#)

2.

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[tranquility's solution](#)

3.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · MS C++ 2017 (first AC) · Tags: greedy, implementation

[tranquility's solution](#)

4.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · MS C++ 2017 (first AC) · Tags: data structures, greedy, implementation, math

[tranquility's solution](#)

5.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · MS C++ 2017 (first AC) · Tags: geometry, greedy, math

[tranquility's solution](#)

6.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · MS C++ 2017 (first AC) · Tags: greedy

[tranquility's solution](#)

7.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,591 global accepts · Rating: 800 · first AC: 2022-11-20 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms

[tranquility's solution](#)

8.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, two pointers

[tranquility's solution](#)

9.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,064 global accepts · Rating: 800 · first AC: 2022-10-15 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy

[tranquility's solution](#)

**10.**

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[tranquility's solution](#)

**11.**

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings  
[tranquility's solution](#)

**12.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation  
[tranquility's solution](#)

**13.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · MS C++ 2017 (first AC) · Tags: greedy, math  
[tranquility's solution](#)

**14.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,486 global accepts · Rating: 800 · first AC: 2020-12-06 · MS C++ 2017 (first AC) · Tags: constructive algorithms, sortings  
[tranquility's solution](#)

**15.**

1148A

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

Quality: 15,546 global accepts · Rating: 800 · first AC: 2020-11-07 · MS C++ 2017 (first AC) · Tags: greedy  
[tranquility's solution](#)

**16.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-11-06 · MS C++ 2017 (first AC) · Tags: constructive algorithms  
[tranquility's solution](#)

**17.**

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings  
[tranquility's solution](#)

**18.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · MS C++ 2017 (first AC) · Tags: greedy, implementation  
[tranquility's solution](#)

**19.**

769A

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

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

**20.**

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,940 global accepts · Rating: 800 · first AC: 2014-05-21 · GNU C++ (first AC) · Tags: implementation  
[tranquility's solution](#)

**21.**

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,420 global accepts · Rating: 800 · first AC: 2014-03-10 · GNU C++ (first AC) · Tags: implementation, math  
[tranquility's solution](#)

**22.**

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · MS C++ 2017 (first AC) · Tags: math, number theory  
[tranquility's solution](#)

**23.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · MS C++ 2017 (first AC) · Tags: math, sortings  
[tranquility's solution](#)

**24.**

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · MS C++ (first AC) · Tags: constructive algorithms, sortings  
[tranquility's solution](#)

**25.**

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-19 · MS C++ (first AC) · Tags: brute force, implementation, sortings  
[tranquility's solution](#)

**26.**

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · MS C++ (first AC) · Tags: implementation  
[tranquility's solution](#)

**27.**

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,621 global accepts · Rating: 900 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: greedy, implementation  
[tranquility's solution](#)

**28.**

415A

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

Quality: 9,590 global accepts · Rating: 900 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: implementation  
[tranquility's solution](#)

**29.**

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,983 global accepts · Rating: 900 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: implementation  
[tranquility's solution](#)

**30.**

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: greedy, implementation  
[tranquility's solution](#)

**31.**

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings  
[tranquility's solution](#)

**32.**

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · MS C++ 2017 (first AC) · Tags: brute force, greedy, sortings

[tranquility's solution](#)

**33.**

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation

[tranquility's solution](#)

**34.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-06 · MS C++ 2017 (first AC) · Tags: brute force, geometry, greedy

[tranquility's solution](#)

**35.**

641A

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

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

[tranquility's solution](#)

**36.**

637A

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

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

[tranquility's solution](#)

**37.**

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-01 · MS C++ (first AC) · Tags: implementation

[tranquility's solution](#)

**38.**

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,205 global accepts · Rating: 1000 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: implementation

[tranquility's solution](#)

**39.**

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 1000 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: implementation

[tranquility's solution](#)

**40.**

368A

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

Quality: 7,976 global accepts · Rating: 1000 · first AC: 2013-11-27 · GNU C++ (first AC) · Tags: implementation

[tranquility's solution](#)

**41.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · MS C++ 2017 (first AC) · Tags: implementation, math

[tranquility's solution](#)

**42.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · MS C++ 2017 (first AC) · Tags: greedy, math, sortings

[tranquility's solution](#)

**43.**

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[tranquility's solution](#)

**44.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[tranquility's solution](#)

**45.**

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · MS C++ (first AC) · Tags: greedy, implementation

[tranquility's solution](#)

**46.**

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[tranquility's solution](#)

**47.**

368B

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

Quality: 49,897 global accepts · Rating: 1100 · first AC: 2013-11-27 · GNU C++ (first AC) · Tags: data structures, dp

[tranquility's solution](#)

**48.**

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,163 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[tranquility's solution](#)

**49.**

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[tranquility's solution](#)

**50.**

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[tranquility's solution](#)

**51.**

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[tranquility's solution](#)

**52.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-08 · MS C++ 2017 (first AC) · Tags: implementation, math

[tranquility's solution](#)

**53.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · MS C++ 2017 (first AC) · Tags: binary search, brute force, greedy, sortings  
[tranquility's solution](#)

**54.**

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers  
[tranquility's solution](#)

**55.**

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[tranquility's solution](#)

**56.**

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: \*special, strings  
[tranquility's solution](#)

**57.**

769B

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

Quality: 3,442 global accepts · Rating: 1200 · first AC: 2017-03-04 · MS C++ (first AC) · Tags: \*special, greedy, two pointers  
[tranquility's solution](#)

**58.**

639A

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

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation  
[tranquility's solution](#)

**59.**

655B

[Mischievous Mess Makers](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-18 · MS C++ (first AC) · Tags: greedy, math  
[tranquility's solution](#)

**60.**

655A

[Amity Assessment](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-18 · MS C++ (first AC) · Tags: brute force, implementation  
[tranquility's solution](#)

**61.**

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,841 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings  
[tranquility's solution](#)

**62.**

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: implementation, sortings  
[tranquility's solution](#)

**63.**

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2014-05-21 · GNU C++ (first AC) · Tags: brute force, implementation

[tranquility's solution](#)

**64.**

408B

[Garland](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1200 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: implementation

[tranquility's solution](#)

**65.**

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2014-03-10 · GNU C++ (first AC) · Tags: greedy, implementation, math

[tranquility's solution](#)

**66.**

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: brute force, implementation, schedules

[tranquility's solution](#)

**67.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tranquility's solution](#)

**68.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-15 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, sortings

[tranquility's solution](#)

**69.**

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · MS C++ 2017 (first AC) · Tags: greedy

[tranquility's solution](#)

**70.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · MS C++ 2017 (first AC) · Tags: geometry, greedy, math

[tranquility's solution](#)

**71.**

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · MS C++ (first AC) · Tags: binary search, flows, greedy, sortings

[tranquility's solution](#)

**72.**

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · MS C++ (first AC) · Tags: greedy, implementation

[tranquility's solution](#)

**73.**

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · MS C++ (first AC) · Tags: brute force, dfs and similar, dp, strings

[tranquility's solution](#)

**74.**

611B

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · MS C++ (first AC) · Tags: bitmasks, brute force, implementation

[tranquility's solution](#)

**75.**

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · MS C++ 2017 (first AC) · Tags: graphs, greedy

[tranquility's solution](#)

**76.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[tranquility's solution](#)

**77.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-11-06 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math

[tranquility's solution](#)

**78.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · MS C++ 2017 (first AC) · Tags: greedy, implementation, sortings

[tranquility's solution](#)

**79.**

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[tranquility's solution](#)

**80.**

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dp

[tranquility's solution](#)

**81.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[tranquility's solution](#)

**82.**

679A

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

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2016-06-08 · MS C++ (first AC) · Tags: constructive algorithms, interactive, math

[tranquility's solution](#)

**83.**

641B

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

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

[tranquility's solution](#)

**84.**

637C

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

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

[tranquility's solution](#)

**85.**

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2015-12-01 · MS C++ (first AC) · Tags: binary search, greedy

[tranquility's solution](#)

**86.**

602B

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

Quality: 12,072 global accepts · Rating: 1400 · first AC: 2015-11-24 · MS C++ (first AC) · Tags: dp, implementation, two pointers

[tranquility's solution](#)

**87.**

415D

[Mashmikh and ACM](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[tranquility's solution](#)

**88.**

369B

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[tranquility's solution](#)

**89.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[tranquility's solution](#)

**90.**

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation

[tranquility's solution](#)

**91.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · MS C++ 2017 (first AC) · Tags: brute force, dp, math, strings

[tranquility's solution](#)

**92.**

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math

[tranquility's solution](#)

**93.**

771B

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

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

[tranquility's solution](#)

**94.**

771A

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

Quality: 17,730 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[tranquility's solution](#)

**95.**

415C

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

Rating: 1500 · first AC: 2014-04-06 · MS C++ (first AC) · Tags: constructive algorithms, greedy, number theory

[tranquility's solution](#)

**96.**

415B

[Mashmikh and Tokens](#) · [Tutorial](#)

Quality: 6,692 global accepts · Rating: 1500 · first AC: 2014-04-06 · MS C++ (first AC) · Tags: binary search, greedy, implementation, math

[tranquility's solution](#)

**97.**

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: implementation, math

[tranquility's solution](#)

**98.**

368C

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

Rating: 1500 · first AC: 2013-11-27 · GNU C++ (first AC) · Tags: brute force, implementation

[tranquility's solution](#)

**99.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[tranquility's solution](#)

**100.**

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[tranquility's solution](#)

**101.**

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[tranquility's solution](#)

**102.**

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[tranquility's solution](#)

**103.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · MS C++ 2017 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[tranquility's solution](#)

**104.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2020-11-07 · MS C++ 2017 (first AC) · Tags: binary search, brute force, two pointers

[tranquility's solution](#)

**105.**

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2020-11-07 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[tranquility's solution](#)

**106.**

1305C

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

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2020-03-03 · MS C++ 2017 (first AC) · Tags: brute force, combinatorics, math, number theory

[tranquility's solution](#)

**107.**

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[tranquility's solution](#)

**108.**

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[tranquility's solution](#)

**109.**

925A

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

Quality: 3,872 global accepts · Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search  
[tranquility's solution](#)

**110.**

924B

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

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers  
[tranquility's solution](#)

**111.**

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[tranquility's solution](#)

**112.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,972 global accepts · Rating: 1600 · first AC: 2017-02-20 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer  
[tranquility's solution](#)

**113.**

639B

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

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees  
[tranquility's solution](#)

**114.**

655C

[Enduring Exodus](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-18 · MS C++ (first AC) · Tags: binary search, two pointers  
[tranquility's solution](#)

**115.**

637D

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

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: \*special, data structures, dp, greedy  
[tranquility's solution](#)

**116.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · MS C++ (first AC) · Tags: binary search, dp  
[tranquility's solution](#)

**117.**

605A

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

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · MS C++ (first AC) · Tags: constructive algorithms, greedy  
[tranquility's solution](#)

**118.**

604C

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

Rating: 1600 · first AC: 2015-12-01 · MS C++ (first AC) · Tags: constructive algorithms, dp, greedy, math  
[tranquility's solution](#)

**119.**

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-11-24 · MS C++ (first AC) · Tags: graphs  
[tranquility's solution](#)

**120.**

408D

[Long Path](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: dp  
[tranquility's solution](#)

**121.**

369C

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

Quality: 12,033 global accepts · Rating: 1600 · first AC: 2013-11-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees  
[tranquility's solution](#)

**122.**

2052F

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

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · Rust 2021 (first AC) · Tags: constructive algorithms, dp, graphs  
[tranquility's solution](#)

**123.**

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees  
[tranquility's solution](#)

**124.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees  
[tranquility's solution](#)

**125.**

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · MS C++ 2017 (first AC) · Tags: greedy, strings  
[tranquility's solution](#)

**126.**

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[tranquility's solution](#)

**127.**

1210B

[Marcin and Training Camp](#) · [Tutorial](#)

Quality: 6,041 global accepts · Rating: 1700 · first AC: 2020-11-07 · MS C++ 2017 (first AC) · Tags: brute force, greedy  
[tranquility's solution](#)

**128.**

1210A

[Anadi and Domino](#) · [Tutorial](#)

Quality: 5,536 global accepts · Rating: 1700 · first AC: 2020-11-07 · MS C++ 2017 (first AC) · Tags: brute force, graphs

[tranquility's solution](#)

**129.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2020-11-07 · last AC: 2020-11-07 · MS C++ 2017 (first AC) · Tags: constructive algorithms, sortings

[tranquility's solution](#)

**130.**

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-24 · MS C++ 2017 (first AC) · Tags: data structures, greedy, sortings

[tranquility's solution](#)

**131.**

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[tranquility's solution](#)

**132.**

925B

[Resource Distribution](#) · [Tutorial](#)

Quality: 2,350 global accepts · Rating: 1700 · first AC: 2018-04-29 · MS C++ (first AC) · Tags: binary search, implementation, sortings

[tranquility's solution](#)

**133.**

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[tranquility's solution](#)

**134.**

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[tranquility's solution](#)

**135.**

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[tranquility's solution](#)

**136.**

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-05 · MS C++ (first AC) · Tags: \*special, dfs and similar, graphs, greedy, shortest paths

[tranquility's solution](#)

**137.**

769D

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

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

[tranquility's solution](#)

**138.**

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · MS C++ (first AC) · Tags: constructive algorithms, data structures, graphs

[tranquility's solution](#)

**139.**

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: binary search, sortings, ternary search, two pointers

[tranquility's solution](#)

**140.**

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[tranquility's solution](#)

**141.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · MS C++ 2017 (first AC) · Tags: brute force, dp, math, number theory

[tranquility's solution](#)

**142.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[tranquility's solution](#)

**143.**

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · MS C++ 2017 (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[tranquility's solution](#)

**144.**

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · MS C++ 2017 (first AC) · Tags: dp, strings

[tranquility's solution](#)

**145.**

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2020-11-07 · MS C++ 2017 (first AC) · Tags: greedy, sortings

[tranquility's solution](#)

**146.**

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-06 · MS C++ 2017 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[tranquility's solution](#)

**147.**

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dp, greedy

[tranquility's solution](#)

**148.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · MS C++ 2017 (first AC) · Tags: geometry

[tranquility's solution](#)

**149.**

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · MS C++ (first AC) · Tags: binary search, sortings  
[tranquility's solution](#)

**150.**

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees  
[tranquility's solution](#)

**151.**

823A

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[tranquility's solution](#)

**152.**

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 4,989 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[tranquility's solution](#)

**153.**

768C

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

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · MS C++ (first AC) · Tags: brute force, dp, implementation, sortings  
[tranquility's solution](#)

**154.**

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · MS C++ (first AC) · Tags: chinese remainder theorem, math, number theory  
[tranquility's solution](#)

**155.**

641C

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

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

**156.**

655D

[Robot Rapping Results Report](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-03-19 · MS C++ (first AC) · Tags: binary search, dp, graphs  
[tranquility's solution](#)

**157.**

604D

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

Rating: 1800 · first AC: 2015-12-01 · MS C++ (first AC) · Tags: combinatorics, dsu, math, number theory  
[tranquility's solution](#)

**158.**

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: dfs and similar, graphs, sortings  
[tranquility's solution](#)

**159.**

2052E

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

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, expression parsing, strings

[tranquility's solution](#)

**160.**

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · MS C++ 2017 (first AC) · Tags: dp

[tranquility's solution](#)

**161.**

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · MS C++ 2017 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[tranquility's solution](#)

**162.**

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · MS C++ 2017 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[tranquility's solution](#)

**163.**

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[tranquility's solution](#)

**164.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · MS C++ 2017 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[tranquility's solution](#)

**165.**

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, trees

[tranquility's solution](#)

**166.**

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · MS C++ (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[tranquility's solution](#)

**167.**

928C

[Dependency management](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: \*special, graphs, implementation

[tranquility's solution](#)

**168.**

687C

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

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2016-06-29 · MS C++ (first AC) · Tags: dp

[tranquility's solution](#)

**169.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2015-12-23 · MS C++ (first AC) · Tags: dp

[tranquility's solution](#)

**170.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[tranquility's solution](#)

**171.**

2052J

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

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · Rust 2021 (first AC) · Tags: binary search, greedy, sortings

[tranquility's solution](#)

**172.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, math

[tranquility's solution](#)

**173.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[tranquility's solution](#)

**174.**

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[tranquility's solution](#)

**175.**

1210C

[Kamil and Making a Stream](#) · [Tutorial](#)

Quality: 3,598 global accepts · Rating: 2000 · first AC: 2020-11-11 · MS C++ 2017 (first AC) · Tags: math, number theory, trees

[tranquility's solution](#)

**176.**

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · MS C++ 2017 (first AC) · Tags: dp

[tranquility's solution](#)

**177.**

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation

[tranquility's solution](#)

**178.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2019-12-21 · MS C++ 2017 (first AC) · Tags: dp, greedy, math

[tranquility's solution](#)

**179.**

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · MS C++ (first AC) · Tags: dp, hashing, strings

[tranquility's solution](#)

**180.**

368E

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-11-27 · GNU C++ (first AC) · Tags: combinatorics, graphs, implementation

[tranquility's solution](#)

### 181.

2052D

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

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs

[tranquility's solution](#)

### 182.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · MS C++ 2017 (first AC) · Tags: combinatorics, math

[tranquility's solution](#)

### 183.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[tranquility's solution](#)

### 184.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[tranquility's solution](#)

### 185.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math

[tranquility's solution](#)

### 186.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · MS C++ 2017 (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[tranquility's solution](#)

### 187.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2020-11-06 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[tranquility's solution](#)

### 188.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · MS C++ 2017 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[tranquility's solution](#)

### 189.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · MS C++ 2017 (first AC) · Tags: data structures, geometry, greedy

[tranquility's solution](#)

### 190.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[tranquility's solution](#)

**191.**

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2100 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[tranquility's solution](#)

**192.**

823B

[DNA Evolution](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[tranquility's solution](#)

**193.**

771C

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

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

[tranquility's solution](#)

**194.**

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2014-05-21 · GNU C++ (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[tranquility's solution](#)

**195.**

1305E

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

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tranquility's solution](#)

**196.**

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[tranquility's solution](#)

**197.**

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[tranquility's solution](#)

**198.**

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[tranquility's solution](#)

**199.**

773C

[Prairie Partition](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2200 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[tranquility's solution](#)

**200.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · MS C++ (first AC) · Tags: dp, math, probabilities

[tranquility's solution](#)

**201.**

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · MS C++ (first AC) · Tags: binary search, dp, greedy  
[tranquility's solution](#)

**202.**

655E

[Intellectual Inquiry](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-03-19 · MS C++ (first AC) · Tags: dp, greedy, strings  
[tranquility's solution](#)

**203.**

604E

[Lieses of Legendre](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-12-01 · MS C++ (first AC) · Tags: games, math  
[tranquility's solution](#)

**204.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers  
[tranquility's solution](#)

**205.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math  
[tranquility's solution](#)

**206.**

1148E

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

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2020-11-07 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers  
[tranquility's solution](#)

**207.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-11-06 · last AC: 2020-11-06 · MS C++ 2017 (first AC) · Tags: graphs, hashing, math, number theory  
[tranquility's solution](#)

**208.**

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2300 · first AC: 2020-02-24 · last AC: 2020-02-24 · MS C++ 2017 (first AC) · Tags: dp, graphs, probabilities  
[tranquility's solution](#)

**209.**

823C

[Bamboo Partition](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers  
[tranquility's solution](#)

**210.**

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2017-04-16 · MS C++ (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory  
[tranquility's solution](#)

**211.**

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[tranquility's solution](#)

**212.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · MS C++ 2017 (first AC) · Tags: dp, greedy, sortings  
[tranquility's solution](#)

**213.**

1761E

[Make It Connected](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · MS C++ 2017 (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers  
[tranquility's solution](#)

**214.**

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees  
[tranquility's solution](#)

**215.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy  
[tranquility's solution](#)

**216.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy  
[tranquility's solution](#)

**217.**

1210D

[Konrad and Company Evaluation](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2400 · first AC: 2020-11-11 · MS C++ 2017 (first AC) · Tags: graphs  
[tranquility's solution](#)

**218.**

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-06 · MS C++ 2017 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths  
[tranquility's solution](#)

**219.**

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-06 · MS C++ 2017 (first AC) · Tags: brute force, math, two pointers  
[tranquility's solution](#)

**220.**

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees  
[tranquility's solution](#)

**221.**

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-04-24 · MS C++ (first AC) · Tags: dp, implementation, math, probabilities  
[tranquility's solution](#)

**222.**

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-09 · MS C++ (first AC) · Tags: geometry  
[tranquility's solution](#)

**223.**

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees  
[tranquility's solution](#)

**224.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · MS C++ 2017 (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search  
[tranquility's solution](#)

**225.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees  
[tranquility's solution](#)

**226.**

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2020-11-07 · last AC: 2020-11-07 · MS C++ 2017 (first AC) · Tags: math  
[tranquility's solution](#)

**227.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · MS C++ 2017 (first AC) · Tags: math, number theory, probabilities  
[tranquility's solution](#)

**228.**

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tranquility's solution](#)

**229.**

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings  
[tranquility's solution](#)

**230.**

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2016-01-14 · MS C++ (first AC) · Tags: constructive algorithms, math  
[tranquility's solution](#)

**231.**

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-12-30 · MS C++ (first AC) · Tags: binary search, implementation  
[tranquility's solution](#)

**232.**

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-23 · MS C++ (first AC) · Tags: hashing, strings  
[tranquility's solution](#)

**233.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math  
[tranquility's solution](#)

**234.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math  
[tranquility's solution](#)

**235.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, math  
[tranquility's solution](#)

**236.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[tranquility's solution](#)

**237.**

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy  
[tranquility's solution](#)

**238.**

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers  
[tranquility's solution](#)

**239.**

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · MS C++ 2017 (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities  
[tranquility's solution](#)

**240.**

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · MS C++ 2017 (first AC) · Tags: data structures, greedy  
[tranquility's solution](#)

**241.**

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-15 · Rust 2021 (first AC) · Tags: dp, graphs, math, trees  
[tranquility's solution](#)

**242.**

1782F

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

Rating: 2700 · first AC: 2023-01-15 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, probabilities, trees  
[tranquility's solution](#)

**243.**

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: hashing  
[tranquility's solution](#)

**244.**

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths  
[tranquility's solution](#)

**245.**

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-08 · last AC: 2021-10-08 · MS C++ 2017 (first AC) · Tags: constructive algorithms, interactive, probabilities  
[tranquility's solution](#)

**246.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[tranquility's solution](#)

**247.**

1184B3

[The Doctor Meets Vader \(Hard\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 2700 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: flows, shortest paths  
[tranquility's solution](#)

**248.**

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths  
[tranquility's solution](#)

**249.**

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2024-12-15 · Rust 2021 (first AC) · Tags: graphs, shortest paths  
[tranquility's solution](#)

**250.**

2052K

[Knowns and Unknowns](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[tranquility's solution](#)

**251.**

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu  
[tranquility's solution](#)

**252.**

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation  
[tranquility's solution](#)

**253.**

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu  
[tranquility's solution](#)

**254.**

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-11-06 · MS C++ 2017 (first AC) · Tags: data structures  
[tranquility's solution](#)

**255.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2020-11-06 · last AC: 2020-11-06 · MS C++ 2017 (first AC) · Tags: data structures, divide and conquer, dp, greedy  
[tranquility's solution](#)

**256.**

823E

[Singer House](#) · [Tutorial](#)

Rating: 2800 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs  
[tranquility's solution](#)

**257.**

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings  
[tranquility's solution](#)

**258.**

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive  
[tranquility's solution](#)

**259.**

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[tranquility's solution](#)

**260.**

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-06 · MS C++ 2017 (first AC) · Tags: combinatorics, fft, math  
[tranquility's solution](#)

**261.**

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-02-23 · MS C++ 2017 (first AC) · Tags: brute force, dp  
[tranquility's solution](#)

**262.**

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-15 · MS C++ 2017 (first AC) · Tags: data structures, greedy, two pointers  
[tranquility's solution](#)

**263.**

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2020-11-06 · MS C++ 2017 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees  
[tranquility's solution](#)

**264.**

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities  
[tranquility's solution](#)

**265.**

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2022-11-20 · MS C++ 2017 (first AC) · Tags: dp, math  
[tranquility's solution](#)

**266.**

1184A3

[Heidi Learns Hashing \(Hard\)](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, number theory  
[tranquility's solution](#)

**267.**

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2018-03-14 · last AC: 2018-03-14 · MS C++ (first AC) · Tags: fft, math, matrices  
[tranquility's solution](#)

**268.**

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2016-03-19 · MS C++ (first AC) · Tags: combinatorics, math, number theory  
[tranquility's solution](#)

**269.**

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-09-04 · last AC: 2023-09-04 · MS C++ 2017 (first AC) · Tags: dp, math, matrices  
[tranquility's solution](#)

**270.**

1782G

[Diverse Coloring](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-01-15 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dp, greedy, trees  
[tranquility's solution](#)

**271.**

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-15 · MS C++ 2017 (first AC) · Tags: dp, interactive  
[tranquility's solution](#)

**272.**

1210F2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3200 · first AC: 2020-11-11 · last AC: 2020-11-11 · MS C++ 2017 (first AC) · Tags: brute force, probabilities  
[tranquility's solution](#)

**273.**

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2020-11-08 · last AC: 2020-11-08 · MS C++ 2017 (first AC) · Tags: games, graphs  
[tranquility's solution](#)

**274.**

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2019-12-21 · MS C++ 2017 (first AC) · Tags: brute force, divide and conquer, graphs, math  
[tranquility's solution](#)

**275.**

1184C3

[Heidi and the Turing Test \(Hard\)](#) · [Tutorial](#)

Quality: 45 global accepts · Rating: 3200 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tranquility's solution](#)

**276.**

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2020-11-06 · last AC: 2020-11-06 · MS C++ 2017 (first AC) · Tags: binary search, data structures, flows, greedy  
[tranquility's solution](#)

**277.**

868G

[EI Toll Caves](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2017-10-09 · last AC: 2017-10-09 · GNU C++11 (first AC) · Tags: math  
[tranquility's solution](#)

**278.**

2061H1

[Kevin and Stones \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs  
[tranquility's solution](#)

**279.**

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tranquility's solution](#)

**280.**

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tranquility's solution](#)

**281.**

103371K

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

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tranquility's solution](#)

**282.**

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tranquility's solution](#)

**283.**

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tranquility's solution](#)

**284.**

103371C

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

Rating: — · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tranquility's solution](#)

**285.**

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tranquility's solution](#)

**286.**

100007E

[Max Flow](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-06 · MS C++ (first AC) · Tags: —  
[tranquility's solution](#)

**287.**

100007D

[Beer Thief](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-06 · MS C++ (first AC) · Tags: —  
[tranquility's solution](#)

**288.**

100007C

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

Rating: — · first AC: 2014-12-06 · MS C++ (first AC) · Tags: —  
[tranquility's solution](#)

**289.**

100007B

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

Rating: — · first AC: 2014-12-06 · MS C++ (first AC) · Tags: —  
[tranquility's solution](#)

**290.**

100007A

[Little Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-06 · MS C++ (first AC) · Tags: —  
[tranquility's solution](#)

**291.**

100406A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-05 · MS C++ (first AC) · Tags: —  
[tranquility's solution](#)

**292.**

100538G

[AD8CÄD 8 Cæ>CÔAD\\$@D4:D\\$>D](#)

Rating: — · first AC: 2014-11-25 · MS C++ (first AC) · Tags: —  
[tranquility's solution](#)

**293.**

100538E

[B4@Cä DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2014-11-25 · MS C++ (first AC) · Tags: —  
[tranquility's solution](#)

**294.**

100538I

[AöDÿC4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2014-11-25 · MS C++ (first AC) · Tags: —  
[tranquility's solution](#)

**295.**

100538D

[BT×0i1C€](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[tranquility's solution](#)

**296.**

100538C

[B-BOt,0 0Cb A C=,3C <C€](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[tranquility's solution](#)

**297.**

100343F

[Substring Search](#) · [Tutorial](#)

Rating: — · first AC: 2014-02-06 · GNU C++ (first AC) · Tags: —

[tranquility's solution](#)

**298.**

100343C

[Late Again](#) · [Tutorial](#)

Rating: — · first AC: 2014-02-06 · GNU C++ (first AC) · Tags: —

[tranquility's solution](#)

**299.**

100343H

[Truth is in the...](#) · [Tutorial](#)

Rating: — · first AC: 2014-02-06 · GNU C++ (first AC) · Tags: —

[tranquility's solution](#)

**300.**

100343B

[Financial Software](#) · [Tutorial](#)

Rating: — · first AC: 2014-02-06 · GNU C++ (first AC) · Tags: —

[tranquility's solution](#)

**301.**

100343I

[Video on Demand](#) · [Tutorial](#)

Rating: — · first AC: 2014-02-06 · GNU C++ (first AC) · Tags: —

[tranquility's solution](#)

**302.**

100082G

[area](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-07 · GNU C++ (first AC) · Tags: —

[tranquility's solution](#)

**303.**

100082A

[lis](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-07 · GNU C++ (first AC) · Tags: —

[tranquility's solution](#)

**304.**

100166A

[BD,C&C@](#)

Rating: — · first AC: 2013-03-05 · GNU C++ (first AC) · Tags: —

[tranquility's solution](#)

**305.**

100160B

[AD50i5C\\$>](#)

Rating: — · first AC: 2013-02-12 · GNU C++ (first AC) · Tags: —

[tranquility's solution](#)

**306.**

100160A

[B 2D&7CÔ>D BDÀ](#)

Rating: — · first AC: 2013-02-12 · GNU C++ (first AC) · Tags: —

[tranquility's solution](#)

**307.**

100135B

[B · Tutorial](#)

Rating: — · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: —

[tranquility's solution](#)

**308.**

100135D

[D · Tutorial](#)

Rating: — · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: —

[tranquility's solution](#)

**309.**

100135J

[J · Tutorial](#)

Rating: — · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: —

[tranquility's solution](#)

**310.**

100135C

[C · Tutorial](#)

Rating: — · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: —

[tranquility's solution](#)

**311.**

100135A

[A · Tutorial](#)

Rating: — · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: —

[tranquility's solution](#)