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Unique solved — tun

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

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

Filters: none

Count: 985

1.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,343 global accepts · Rating: 800 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: [dp](#), [greedy](#)
[tun's solution](#)

2.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: [greedy](#)
[tun's solution](#)

3.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)
[tun's solution](#)

4.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-07-01 · PyPy 3-64 (first AC) · Tags: [greedy](#), [implementation](#)
[tun's solution](#)

5.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: [math](#), [sortings](#)
[tun's solution](#)

6.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-07 · PyPy 3-64 (first AC) · Tags: [greedy](#), [strings](#)
[tun's solution](#)

7.

952A

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Quality: 11,975 global accepts · Rating: 800 · first AC: 2018-04-01 · Python 2 (first AC) · Tags: [*special](#), [math](#)
[tun's solution](#)

8.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: [implementation](#)
[tun's solution](#)

9.

750A

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

Quality: 92,556 global accepts · Rating: 800 · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: [binary search](#), [brute force](#), [implementation](#), [math](#)
[tun's solution](#)

10.

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 800 · first AC: 2017-06-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[tun's solution](#)

11.

755A

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

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

12.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,164 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math
[tun's solution](#)

13.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: implementation
[tun's solution](#)

14.

469A

[IWanna Be the Guy](#) · [Tutorial](#)

Quality: 121,191 global accepts · Rating: 800 · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: greedy, implementation
[tun's solution](#)

15.

630A

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

Quality: 93,504 global accepts · Rating: 800 · first AC: 2016-02-18 · Python 2 (first AC) · Tags: number theory
[tun's solution](#)

16.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,404 global accepts · Rating: 800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: implementation, sortings, strings
[tun's solution](#)

17.

443A

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

Quality: 112,037 global accepts · Rating: 800 · first AC: 2016-02-03 · last AC: 2016-02-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[tun's solution](#)

18.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[tun's solution](#)

19.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,070 global accepts · Rating: 800 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
[tun's solution](#)

20.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,390 global accepts · Rating: 800 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[tun's solution](#)

21.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation

[tun's solution](#)

22.

551A

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

Quality: 17,859 global accepts · Rating: 800 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[tun's solution](#)

23.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[tun's solution](#)

24.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[tun's solution](#)

25.

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[tun's solution](#)

26.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,037 global accepts · Rating: 900 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: implementation, number theory

[tun's solution](#)

27.

199A

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

Quality: 30,288 global accepts · Rating: 900 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[tun's solution](#)

28.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[tun's solution](#)

29.

621A

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

Quality: 22,676 global accepts · Rating: 900 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: implementation

[tun's solution](#)

30.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[tun's solution](#)

31.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,975 global accepts · Rating: 900 · first AC: 2015-10-01 · GNU C++ (first AC) · Tags: greedy, implementation
[tun's solution](#)

32.

554A

[Kyoya and Photobooks](#) · [Tutorial](#)

Quality: 14,490 global accepts · Rating: 900 · first AC: 2015-09-29 · GNU C++ (first AC) · Tags: brute force, math, strings
[tun's solution](#)

33.

556A

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

Quality: 46,387 global accepts · Rating: 900 · first AC: 2015-07-09 · GNU C++ (first AC) · Tags: greedy
[tun's solution](#)

34.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: implementation, strings
[tun's solution](#)

35.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms
[tun's solution](#)

36.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[tun's solution](#)

37.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[tun's solution](#)

38.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[tun's solution](#)

39.

753A

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

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[tun's solution](#)

40.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[tun's solution](#)

41.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-10-13 · PyPy 2 (first AC) · Tags: constructive algorithms, math
[tun's solution](#)

42.

724A

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

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

43.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: implementation
[tun's solution](#)

44.

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, constructive algorithms
[tun's solution](#)

45.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation
[tun's solution](#)

46.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: implementation, math
[tun's solution](#)

47.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,581 global accepts · Rating: 1000 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[tun's solution](#)

48.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,918 global accepts · Rating: 1000 · first AC: 2015-09-29 · GNU C++ (first AC) · Tags: bitmasks
[tun's solution](#)

49.

560A

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

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: implementation, sortings
[tun's solution](#)

50.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-07-11 · GNU C++ (first AC) · Tags: implementation, math
[tun's solution](#)

51.

1686C

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

Rating: 1100 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[tun's solution](#)

52.

1700B

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

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[tun's solution](#)

- 53.**
1656B
[Subtract Operation](#) · [Tutorial](#)
Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers
[tun's solution](#)
- 54.**
938B
[Run For Your Prize](#) · [Tutorial](#)
Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[tun's solution](#)
- 55.**
883M
[Quadcopter Competition](#) · [Tutorial](#)
Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[tun's solution](#)
- 56.**
799A
[Carrot Cakes](#) · [Tutorial](#)
Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[tun's solution](#)
- 57.**
755B
[PolandBall and Game](#) · [Tutorial](#)
Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings
[tun's solution](#)
- 58.**
633A
[Ebony and Ivory](#) · [Tutorial](#)
Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[tun's solution](#)
- 59.**
313B
[Ilya and Queries](#) · [Tutorial](#)
Quality: 54,500 global accepts · Rating: 1100 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: dp, implementation
[tun's solution](#)
- 60.**
630D
[Hexagons!](#) · [Tutorial](#)
Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-18 · Python 2 (first AC) · Tags: math
[tun's solution](#)
- 61.**
630C
[Lucky Numbers](#) · [Tutorial](#)
Quality: 26,916 global accepts · Rating: 1100 · first AC: 2016-02-18 · Python 2 (first AC) · Tags: combinatorics, math
[tun's solution](#)
- 62.**
630J
[Divisibility](#) · [Tutorial](#)
Quality: 12,714 global accepts · Rating: 1100 · first AC: 2016-02-18 · Python 2 (first AC) · Tags: math, number theory
[tun's solution](#)
- 63.**
534A
[Exam](#) · [Tutorial](#)
Quality: 12,926 global accepts · Rating: 1100 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation,

math

[tun's solution](#)

64.

300A

[Array](#) · [Tutorial](#)

Quality: 27,211 global accepts · Rating: 1100 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[tun's solution](#)

65.

618B

[Guess the Permutation](#) · [Tutorial](#)

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[tun's solution](#)

66.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: brute force, implementation

[tun's solution](#)

67.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[tun's solution](#)

68.

596A

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

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: geometry, implementation

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69.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-09-29 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[tun's solution](#)

70.

556B

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

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-07-09 · GNU C++ (first AC) · Tags: brute force, implementation

[tun's solution](#)

71.

557A

[Ilya and Diplomas](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-07-04 · GNU C++ (first AC) · Tags: greedy, implementation, math

[tun's solution](#)

72.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 1200 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[tun's solution](#)

73.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[tun's solution](#)

74.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[tun's solution](#)

75.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[tun's solution](#)

76.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2017-07-06 · Python 2 (first AC) · Tags: implementation, sortings
[tun's solution](#)

77.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[tun's solution](#)

78.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings
[tun's solution](#)

79.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[tun's solution](#)

80.

264A

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

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers
[tun's solution](#)

81.

655B

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

Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math
[tun's solution](#)

82.

655A

[Amity Assessment](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, implementation
[tun's solution](#)

83.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-18 · last AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math
[tun's solution](#)

84.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-02-18 · Python 2 (first AC) · Tags: games, math

[tun's solution](#)

85.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[tun's solution](#)

86.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: *special, constructive algorithms
[tun's solution](#)

87.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1200 · first AC: 2015-09-29 · GNU C++ (first AC) · Tags: brute force, greedy, strings
[tun's solution](#)

88.

560B

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

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[tun's solution](#)

89.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2015-07-11 · GNU C++ (first AC) · Tags: implementation, math
[tun's solution](#)

90.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[tun's solution](#)

91.

889A

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

Rating: 1300 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees
[tun's solution](#)

92.

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
[tun's solution](#)

93.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[tun's solution](#)

94.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings
[tun's solution](#)

95.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[tun's solution](#)

96.

755C

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

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[tun's solution](#)

97.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[tun's solution](#)

98.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[tun's solution](#)

99.

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[tun's solution](#)

100.

633B

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

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

[tun's solution](#)

101.

485B

[Valuable Resources](#) · [Tutorial](#)

Quality: 6,791 global accepts · Rating: 1300 · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: brute force, greedy

[tun's solution](#)

102.

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: implementation

[tun's solution](#)

103.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[tun's solution](#)

104.

630F

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

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-18 · Python 2 (first AC) · Tags: combinatorics, math

[tun's solution](#)

105.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[tun's solution](#)

106.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: *special, brute force
[tun's solution](#)

107.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[tun's solution](#)

108.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,260 global accepts · Rating: 1300 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[tun's solution](#)

109.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, implementation, math
[tun's solution](#)

110.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: *special, combinatorics
[tun's solution](#)

111.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, implementation
[tun's solution](#)

112.

611B

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation
[tun's solution](#)

113.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-10-01 · GNU C++ (first AC) · Tags: implementation
[tun's solution](#)

114.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2015-09-29 · GNU C++ (first AC) · Tags: implementation
[tun's solution](#)

115.

579B

[Finding Team Member](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1300 · first AC: 2015-09-29 · GNU C++ (first AC) · Tags: brute force, implementation, sortings
[tun's solution](#)

116.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[tun's solution](#)

117.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2021-09-24 · Python 3 (first AC) · Tags: constructive algorithms, math

[tun's solution](#)

118.

866A

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

Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[tun's solution](#)

119.

843A

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

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[tun's solution](#)

120.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[tun's solution](#)

121.

838A

[Binary Blocks](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 1400 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[tun's solution](#)

122.

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 1400 · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[tun's solution](#)

123.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1400 · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[tun's solution](#)

124.

804B

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

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[tun's solution](#)

125.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[tun's solution](#)

126.

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation

[tun's solution](#)

127.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation
[tun's solution](#)

128.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math
[tun's solution](#)

129.

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: greedy, sortings
[tun's solution](#)

130.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,636 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math
[tun's solution](#)

131.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: implementation, math, matrices
[tun's solution](#)

132.

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,940 global accepts · Rating: 1400 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[tun's solution](#)

133.

630L

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

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-18 · Python 2 (first AC) · Tags: implementation, math
[tun's solution](#)

134.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2016-02-18 · Python 2 (first AC) · Tags: combinatorics, math
[tun's solution](#)

135.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math
[tun's solution](#)

136.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: dp, greedy, math
[tun's solution](#)

137.

8B

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

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[tun's solution](#)

138.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[tun's solution](#)

139.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[tun's solution](#)

140.

602B

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

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[tun's solution](#)

141.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,443 global accepts · Rating: 1400 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: bitmasks, brute force

[tun's solution](#)

142.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[tun's solution](#)

143.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[tun's solution](#)

144.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[tun's solution](#)

145.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[tun's solution](#)

146.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[tun's solution](#)

147.

744A

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

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[tun's solution](#)

148.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[tun's solution](#)

149.

687A

[NP-Hard Problem](#) · [Tutorial](#)

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

150.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[tun's solution](#)

151.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy
[tun's solution](#)

152.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: dp, number theory
[tun's solution](#)

153.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[tun's solution](#)

154.

341B

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

Rating: 1500 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures, dp
[tun's solution](#)

155.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,495 global accepts · Rating: 1500 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths
[tun's solution](#)

156.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[tun's solution](#)

157.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2016-02-18 · Python 2 (first AC) · Tags: math, number theory
[tun's solution](#)

158.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[tun's solution](#)

159.

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[tun's solution](#)

160.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[tun's solution](#)

161.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation
[tun's solution](#)

162.

554C

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

Rating: 1500 · first AC: 2015-09-29 · GNU C++ (first AC) · Tags: combinatorics, dp, math
[tun's solution](#)

163.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-07-04 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math, sortings
[tun's solution](#)

164.

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: implementation
[tun's solution](#)

165.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,132 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: brute force, dp, math
[tun's solution](#)

166.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,640 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: brute force, dp, greedy, implementation, strings
[tun's solution](#)

167.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[tun's solution](#)

168.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[tun's solution](#)

169.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[tun's solution](#)

170.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[tun's solution](#)

171.

736A

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

Rating: 1600 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[tun's solution](#)

172.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[tun's solution](#)

173.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[tun's solution](#)

174.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[tun's solution](#)

175.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[tun's solution](#)

176.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[tun's solution](#)

177.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[tun's solution](#)

178.

678C

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

Quality: 11,046 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[tun's solution](#)

179.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation

[tun's solution](#)

180.

674B

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

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

[tun's solution](#)

181.

657A

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

Rating: 1600 · first AC: 2016-03-29 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[tun's solution](#)

182.

655C

[Enduring Exodus](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers

[tun's solution](#)

183.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: implementation, math

[tun's solution](#)

184.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: math

[tun's solution](#)

185.

568A

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

Quality: 5,401 global accepts · Rating: 1600 · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[tun's solution](#)

186.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: brute force

[tun's solution](#)

187.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[tun's solution](#)

188.

138A

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

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: implementation

[tun's solution](#)

189.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[tun's solution](#)

190.

630G

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

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[tun's solution](#)

191.

626C

[Block Towers](#) · [Tutorial](#)

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

[tun's solution](#)

192.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: math

[tun's solution](#)

193.

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, greedy

[tun's solution](#)

194.

234G

[Practice](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 1600 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, implementation

[tun's solution](#)

195.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[tun's solution](#)

196.

323A

[Black-and-White Cube](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 1600 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms

[tun's solution](#)

197.

605A

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

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[tun's solution](#)

198.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation

[tun's solution](#)

199.

607A

[Chain Reaction](#) · [Tutorial](#)

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

[tun's solution](#)

200.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: graphs, shortest paths

[tun's solution](#)

201.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: brute force, geometry, math

[tun's solution](#)

202.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[tun's solution](#)

203.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[tun's solution](#)

204.

1578H

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

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[tun's solution](#)

205.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1700 · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[tun's solution](#)

206.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,470 global accepts · Rating: 1700 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms
[tun's solution](#)

207.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[tun's solution](#)

208.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings
[tun's solution](#)

209.

827A

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

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings
[tun's solution](#)

210.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[tun's solution](#)

211.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-03-31 · PyPy 2 (first AC) · Tags: *special
[tun's solution](#)

212.

756A

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

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar
[tun's solution](#)

213.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tun's solution](#)

214.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[tun's solution](#)

215.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[tun's solution](#)

216.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: math, number theory

[tun's solution](#)

217.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

[tun's solution](#)

218.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[tun's solution](#)

219.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[tun's solution](#)

220.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[tun's solution](#)

221.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: greedy, implementation

[tun's solution](#)

222.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[tun's solution](#)

223.

627B

[Factory Repairs](#) · [Tutorial](#)

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

[tun's solution](#)

224.

627A

[XOR Equation](#) · [Tutorial](#)

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

[tun's solution](#)

225.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math

[tun's solution](#)

226.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-18 · Python 2 (first AC) · Tags: combinatorics, math

[tun's solution](#)

227.

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, hashing, implementation

[tun's solution](#)

228.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 1700 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[tun's solution](#)

229.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,390 global accepts · Rating: 1700 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[tun's solution](#)

230.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[tun's solution](#)

231.

596C

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

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: combinatorics, greedy, sortings

[tun's solution](#)

232.

585B

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

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[tun's solution](#)

233.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, number theory

[tun's solution](#)

234.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-10-01 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[tun's solution](#)

235.

567C

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

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2015-10-01 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[tun's solution](#)

236.

578A

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-25 · GNU C++ (first AC) · Tags: geometry, math

[tun's solution](#)

237.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-25 · GNU C++ (first AC) · Tags: brute force, greedy

[tun's solution](#)

238.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: divide and conquer, hashing, sortings, strings

[tun's solution](#)

239.

914C

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

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[tun's solution](#)

240.

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

[tun's solution](#)

241.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[tun's solution](#)

242.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[tun's solution](#)

243.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[tun's solution](#)

244.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[tun's solution](#)

245.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[tun's solution](#)

246.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[tun's solution](#)

247.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[tun's solution](#)

248.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[tun's solution](#)

249.

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[tun's solution](#)

250.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[tun's solution](#)

251.

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[tun's solution](#)

252.

45J

[Planting Trees](#) · [Tutorial](#)

Quality: 1,073 global accepts · Rating: 1800 · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[tun's solution](#)

253.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[tun's solution](#)

254.

687B

[Remainders Game](#) · [Tutorial](#)

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

[tun's solution](#)

255.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: data structures, trees

[tun's solution](#)

256.

671A

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

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation

[tun's solution](#)

257.

655D

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

Quality: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[tun's solution](#)

258.

351A

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

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[tun's solution](#)

259.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math

[tun's solution](#)

260.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[tun's solution](#)

261.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1800 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[tun's solution](#)

262.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[tun's solution](#)

263.

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms

[tun's solution](#)

264.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[tun's solution](#)

265.

585A

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

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[tun's solution](#)

266.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 1800 · first AC: 2015-10-09 · last AC: 2015-10-09 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[tun's solution](#)

267.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1800 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: brute force, constructive algorithms,

implementation, strings

[tun's solution](#)

268.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math

[tun's solution](#)

269.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[tun's solution](#)

270.

914D

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

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-21 · last AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[tun's solution](#)

271.

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

[tun's solution](#)

272.

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

[tun's solution](#)

273.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[tun's solution](#)

274.

866B

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[tun's solution](#)

275.

622D

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

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[tun's solution](#)

276.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[tun's solution](#)

277.

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[tun's solution](#)

278.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: games, matrices, probabilities
[tun's solution](#)

279.

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2017-03-31 · PyPy 2 (first AC) · Tags: *special, implementation
[tun's solution](#)

280.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings
[tun's solution](#)

281.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, interactive
[tun's solution](#)

282.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy
[tun's solution](#)

283.

700A

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

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[tun's solution](#)

284.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings
[tun's solution](#)

285.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees
[tun's solution](#)

286.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[tun's solution](#)

287.

687C

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

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp
[tun's solution](#)

288.

685B

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

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees
[tun's solution](#)

289.

506A

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

Rating: 1900 · first AC: 2016-04-03 · GNU C++11 (first AC) · Tags: dp
[tun's solution](#)

290.

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation
[tun's solution](#)

291.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation
[tun's solution](#)

292.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: dp, probabilities
[tun's solution](#)

293.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu
[tun's solution](#)

294.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[tun's solution](#)

295.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers
[tun's solution](#)

296.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: dp, flows, greedy
[tun's solution](#)

297.

138B

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

Quality: 1,110 global accepts · Rating: 1900 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: greedy
[tun's solution](#)

298.

536B

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

Rating: 1900 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings
[tun's solution](#)

299.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[tun's solution](#)

300.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

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

[tun's solution](#)

301.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[tun's solution](#)

302.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[tun's solution](#)

303.

63D

[Dividing Island](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2016-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[tun's solution](#)

304.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2016-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy

[tun's solution](#)

305.

353B

[Two Heaps](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 1900 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings

[tun's solution](#)

306.

613B

[Skills](#) · [Tutorial](#)

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

[tun's solution](#)

307.

613A

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

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[tun's solution](#)

308.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[tun's solution](#)

309.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: constructive algorithms, dp, matrices

[tun's solution](#)

310.

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-10-02 · GNU C++ (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[tun's solution](#)

311.

554D

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

Rating: 1900 · first AC: 2015-09-29 · GNU C++ (first AC) · Tags: greedy, math

[tun's solution](#)

312.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2015-09-29 · GNU C++ (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[tun's solution](#)

313.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,873 global accepts · Rating: 1900 · first AC: 2015-07-27 · GNU C++ (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[tun's solution](#)

314.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-07-04 · GNU C++ (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[tun's solution](#)

315.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: greedy, implementation

[tun's solution](#)

316.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[tun's solution](#)

317.

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[tun's solution](#)

318.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[tun's solution](#)

319.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[tun's solution](#)

320.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, strings

[tun's solution](#)

321.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

[tun's solution](#)

322.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[tun's solution](#)

323.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[tun's solution](#)

324.

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[tun's solution](#)

325.

784G

[BF Calculator](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 2000 · first AC: 2017-03-31 · PyPy 2 (first AC) · Tags: *special

[tun's solution](#)

326.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[tun's solution](#)

327.

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[tun's solution](#)

328.

681D

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

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[tun's solution](#)

329.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · last AC: 2016-05-12 · GNU C++11 (first AC) · Tags: binary search, greedy

[tun's solution](#)

330.

504B

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

Rating: 2000 · first AC: 2016-04-11 · GNU C++11 (first AC) · Tags: binary search, data structures, math

[tun's solution](#)

331.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special
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332.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: dp
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333.

314C

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

Quality: 2,003 global accepts · Rating: 2000 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: data structures, dp
[tun's solution](#)

334.

341C

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

Rating: 2000 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[tun's solution](#)

335.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: brute force, implementation
[tun's solution](#)

336.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[tun's solution](#)

337.

633D

[Fibonacci-ish](#) · [Tutorial](#)

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

338.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy
[tun's solution](#)

339.

469D

[Two Sets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: 2-sat, data structures, graph matchings, greedy
[tun's solution](#)

340.

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry
[tun's solution](#)

341.

44J

[Triminoes](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2000 · first AC: 2016-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[tun's solution](#)

342.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: dp, matrices

[tun's solution](#)

343.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-01-09 · GNU C++11 (first AC) · Tags: math, number theory

[tun's solution](#)

344.

611D

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

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[tun's solution](#)

345.

578C

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

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-25 · GNU C++ (first AC) · Tags: ternary search

[tun's solution](#)

346.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-07-04 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[tun's solution](#)

347.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[tun's solution](#)

348.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[tun's solution](#)

349.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[tun's solution](#)

350.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[tun's solution](#)

351.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[tun's solution](#)

352.

852C

[Property](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[tun's solution](#)

353.

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[tun's solution](#)

354.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

[tun's solution](#)

355.

840B

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

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[tun's solution](#)

356.

838B

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

Quality: 1,077 global accepts · Rating: 2100 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[tun's solution](#)

357.

209B

[Pixels](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2100 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[tun's solution](#)

358.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[tun's solution](#)

359.

802J2

[Send the Fool Further! \(medium\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2100 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[tun's solution](#)

360.

354C

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

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[tun's solution](#)

361.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[tun's solution](#)

362.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[tun's solution](#)

363.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2016-02-26 · Python 2 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[tun's solution](#)

364.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 2100 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: dp

[tun's solution](#)

365.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math

[tun's solution](#)

366.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers

[tun's solution](#)

367.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2016-01-09 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[tun's solution](#)

368.

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-12-16 · GNU C++11 (first AC) · Tags: binary search, math

[tun's solution](#)

369.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2015-09-29 · GNU C++ (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[tun's solution](#)

370.

125D

[Two progressions](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2200 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[tun's solution](#)

371.

774H

[Repairing Of String](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 2200 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms

[tun's solution](#)

372.

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[tun's solution](#)

373.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tun's solution](#)

374.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[tun's solution](#)

375.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[tun's solution](#)

376.

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[tun's solution](#)

377.

802G2

[Fake News \(medium\)](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2200 · first AC: 2017-06-13 · last AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[tun's solution](#)

378.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[tun's solution](#)

379.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[tun's solution](#)

380.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[tun's solution](#)

381.

804C

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

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[tun's solution](#)

382.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[tun's solution](#)

383.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[tun's solution](#)

384.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings
[tun's solution](#)

385.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive
[tun's solution](#)

386.

323B

[Tournament-graph](#) · [Tutorial](#)

Quality: 470 global accepts · Rating: 2200 · first AC: 2016-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[tun's solution](#)

387.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings
[tun's solution](#)

388.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities
[tun's solution](#)

389.

679B

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

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: binary search, dp, greedy
[tun's solution](#)

390.

657B

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

Rating: 2200 · first AC: 2016-03-29 · last AC: 2016-03-29 · GNU C++11 (first AC) · Tags: math
[tun's solution](#)

391.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs
[tun's solution](#)

392.

655E

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

Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[tun's solution](#)

393.

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp
[tun's solution](#)

394.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: dfs and similar, geometry, trees
[tun's solution](#)

395.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[tun's solution](#)

396.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[tun's solution](#)

397.

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: brute force, dp, number theory
[tun's solution](#)

398.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: binary search, data structures, probabilities, sortings
[tun's solution](#)

399.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy
[tun's solution](#)

400.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: greedy
[tun's solution](#)

401.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: data structures
[tun's solution](#)

402.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[tun's solution](#)

403.

134C

[Swaps](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2200 · first AC: 2016-02-07 · last AC: 2016-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy
[tun's solution](#)

404.

612E

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

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math
[tun's solution](#)

405.

618D

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

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[tun's solution](#)

406.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2015-10-01 · GNU C++ (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[tun's solution](#)

407.

554E

[Love Triangles](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-09-29 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[tun's solution](#)

408.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-07-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[tun's solution](#)

409.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-28 · last AC: 2015-07-13 · GNU C++ (first AC) · Tags: data structures

[tun's solution](#)

410.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: binary search, greedy

[tun's solution](#)

411.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: games

[tun's solution](#)

412.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[tun's solution](#)

413.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tun's solution](#)

414.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[tun's solution](#)

415.

42D

[Strange town](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 2300 · first AC: 2021-08-25 · Python 3 (first AC) · Tags: constructive algorithms, math

[tun's solution](#)

416.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[tun's solution](#)

417.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[tun's solution](#)

418.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[tun's solution](#)

419.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[tun's solution](#)

420.

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[tun's solution](#)

421.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[tun's solution](#)

422.

838E

[Convex Countour](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2300 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[tun's solution](#)

423.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[tun's solution](#)

424.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[tun's solution](#)

425.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[tun's solution](#)

426.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[tun's solution](#)

427.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: dp, sortings

[tun's solution](#)

428.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[tun's solution](#)

429.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[tun's solution](#)

430.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[tun's solution](#)

431.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: dp, games

[tun's solution](#)

432.

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[tun's solution](#)

433.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: data structures, implementation

[tun's solution](#)

434.

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[tun's solution](#)

435.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[tun's solution](#)

436.

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 2300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[tun's solution](#)

437.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2016-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees
[tun's solution](#)

438.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[tun's solution](#)

439.

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[tun's solution](#)

440.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory
[tun's solution](#)

441.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: meet-in-the-middle
[tun's solution](#)

442.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2015-09-29 · GNU C++ (first AC) · Tags: data structures, implementation, sortings
[tun's solution](#)

443.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2015-09-29 · GNU C++ (first AC) · Tags: data structures, sortings, strings
[tun's solution](#)

444.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[tun's solution](#)

445.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs
[tun's solution](#)

446.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy
[tun's solution](#)

447.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[tun's solution](#)

448.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[tun's solution](#)

449.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[tun's solution](#)

450.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[tun's solution](#)

451.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[tun's solution](#)

452.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[tun's solution](#)

453.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[tun's solution](#)

454.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, probabilities

[tun's solution](#)

455.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[tun's solution](#)

456.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[tun's solution](#)

457.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[tun's solution](#)

458.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[tun's solution](#)

459.

717H

[Pokemon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[tun's solution](#)

460.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: flows

[tun's solution](#)

461.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2017-06-23 · last AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[tun's solution](#)

462.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[tun's solution](#)

463.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[tun's solution](#)

464.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[tun's solution](#)

465.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[tun's solution](#)

466.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[tun's solution](#)

467.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2016-04-03 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[tun's solution](#)

468.

657C

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

Rating: 2400 · first AC: 2016-03-29 · GNU C++11 (first AC) · Tags: sortings, two pointers

[tun's solution](#)

469.

354B

[Game with Strings](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2400 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[tun's solution](#)

470.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[tun's solution](#)

471.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[tun's solution](#)

472.

74D

[Hanger](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: data structures

[tun's solution](#)

473.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[tun's solution](#)

474.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · last AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[tun's solution](#)

475.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: dp

[tun's solution](#)

476.

417E

[Square Table](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2400 · first AC: 2016-02-08 · last AC: 2016-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math, probabilities

[tun's solution](#)

477.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2016-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[tun's solution](#)

478.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[tun's solution](#)

479.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: number theory

[tun's solution](#)

480.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2015-10-01 · GNU C++ (first AC) · Tags: dp

[tun's solution](#)

481.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2018-03-28 · last AC: 2018-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[tun's solution](#)

482.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[tun's solution](#)

483.

883L

[Berland.Taxi](#) · [Tutorial](#)

Quality: 264 global accepts · Rating: 2500 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[tun's solution](#)

484.

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[tun's solution](#)

485.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[tun's solution](#)

486.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[tun's solution](#)

487.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[tun's solution](#)

488.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[tun's solution](#)

489.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[tun's solution](#)

490.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[tun's solution](#)

491.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2017-06-17 · last AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[tun's solution](#)

492.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[tun's solution](#)

493.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2016-02-21 · last AC: 2017-03-31 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures

[tun's solution](#)

494.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[tun's solution](#)

495.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-20 · last AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[tun's solution](#)

496.

295E

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

Quality: 818 global accepts · Rating: 2500 · first AC: 2016-10-29 · last AC: 2016-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[tun's solution](#)

497.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2016-10-09 · last AC: 2016-10-09 · GNU C++11 (first AC) · Tags: brute force, combinatorics, implementation, math

[tun's solution](#)

498.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[tun's solution](#)

499.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2016-04-14 · GNU C++11 (first AC) · Tags: hashing, strings

[tun's solution](#)

500.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-04-11 · GNU C++11 (first AC) · Tags: implementation, math

[tun's solution](#)

501.

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: dp, two pointers

[tun's solution](#)

502.

655F

[Cowslip Collections](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-03-19 · last AC: 2016-03-19 · GNU C++11 (first AC) · Tags: combinatorics, number theory

[tun's solution](#)

503.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[tun's solution](#)

504.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: data structures

[tun's solution](#)

505.

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: dp, games

[tun's solution](#)

506.

317C

[Balance](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2500 · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[tun's solution](#)

507.

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: constructive algorithms

[tun's solution](#)

508.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[tun's solution](#)

509.

351C

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

Quality: 631 global accepts · Rating: 2500 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: dp, matrices

[tun's solution](#)

510.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms

[tun's solution](#)

511.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2016-02-08 · last AC: 2016-02-08 · Java 8 (first AC) · Tags: binary search, constructive algorithms, math

[tun's solution](#)

512.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-02-02 · GNU C++11 (first AC) · Tags: data structures, geometry

[tun's solution](#)

513.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-06-28 · GNU C++ (first AC) · Tags: binary search, implementation, math

[tun's solution](#)

514.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

[tun's solution](#)

515.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[tun's solution](#)

516.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[tun's solution](#)

517.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[tun's solution](#)

518.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[tun's solution](#)

519.

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[tun's solution](#)

520.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[tun's solution](#)

521.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2600 · first AC: 2016-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[tun's solution](#)

522.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees
[tun's solution](#)

523.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-04-16 · last AC: 2016-09-29 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp
[tun's solution](#)

524.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[tun's solution](#)

525.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2016-03-19 · last AC: 2016-03-27 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings
[tun's solution](#)

526.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[tun's solution](#)

527.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing
[tun's solution](#)

528.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp
[tun's solution](#)

529.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: data structures
[tun's solution](#)

530.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: data structures, dp, geometry
[tun's solution](#)

531.

536C

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

Rating: 2600 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: geometry, math

[tun's solution](#)

532.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[tun's solution](#)

533.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[tun's solution](#)

534.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2016-02-16 · last AC: 2016-02-16 · GNU C++11 (first AC) · Tags: implementation, math

[tun's solution](#)

535.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[tun's solution](#)

536.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[tun's solution](#)

537.

938F

[Erasing Substrings](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[tun's solution](#)

538.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2017-12-24 · last AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[tun's solution](#)

539.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[tun's solution](#)

540.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

[tun's solution](#)

541.

717B

[R3D3's Summer Adventure](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2700 · first AC: 2017-07-06 · last AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[tun's solution](#)

542.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2017-06-13 · last AC: 2017-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[tun's solution](#)

543.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[tun's solution](#)

544.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[tun's solution](#)

545.

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, data structures

[tun's solution](#)

546.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2016-04-14 · last AC: 2016-04-14 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[tun's solution](#)

547.

504D

[Misha and XOR](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2016-04-11 · Java 8 (first AC) · Tags: bitmasks

[tun's solution](#)

548.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: data structures

[tun's solution](#)

549.

198D

[Cube Snake](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 2700 · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms

[tun's solution](#)

550.

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2016-02-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[tun's solution](#)

551.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2015-09-25 · GNU C++ (first AC) · Tags: dp, greedy

[tun's solution](#)

552.

1578B

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

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[tun's solution](#)

553.

1578K

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

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, implementation

[tun's solution](#)

554.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2017-09-05 · last AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[tun's solution](#)

555.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[tun's solution](#)

556.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2017-08-07 · last AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[tun's solution](#)

557.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2017-07-25 · last AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees

[tun's solution](#)

558.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[tun's solution](#)

559.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[tun's solution](#)

560.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2017-01-12 · last AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[tun's solution](#)

561.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2016-03-29 · last AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[tun's solution](#)

562.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2016-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[tun's solution](#)

563.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math
[tun's solution](#)

564.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2016-05-12 · last AC: 2016-10-14 · GNU C++11 (first AC) · Tags: data structures, number theory
[tun's solution](#)

565.

240E

[Road Repairs](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy
[tun's solution](#)

566.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers
[tun's solution](#)

567.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2016-04-13 · last AC: 2016-04-14 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees
[tun's solution](#)

568.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2016-03-30 · last AC: 2016-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[tun's solution](#)

569.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer
[tun's solution](#)

570.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory
[tun's solution](#)

571.

48H

[Black and White](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 2800 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms
[tun's solution](#)

572.

74E

[Shift It!](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2800 · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms
[tun's solution](#)

573.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math
[tun's solution](#)

574.

736E

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

Quality: 205 global accepts · Rating: 2900 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, greedy, math
[tun's solution](#)

575.

815E

[Karen and Neighborhood](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 2900 · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation
[tun's solution](#)

576.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees
[tun's solution](#)

577.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2016-11-18 · last AC: 2016-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[tun's solution](#)

578.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[tun's solution](#)

579.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: dp, flows, greedy
[tun's solution](#)

580.

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2016-06-09 · last AC: 2016-06-09 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities
[tun's solution](#)

581.

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2016-04-06 · GNU C++11 (first AC) · Tags: binary search, greedy
[tun's solution](#)

582.

354D

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

Quality: 498 global accepts · Rating: 2900 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: dp
[tun's solution](#)

583.

314E

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

Quality: 396 global accepts · Rating: 2900 · first AC: 2016-03-15 · last AC: 2016-03-15 · GNU C++11 (first AC) · Tags: dp
[tun's solution](#)

584.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer
[tun's solution](#)

585.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: binary search, dp
[tun's solution](#)

586.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings
[tun's solution](#)

587.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math
[tun's solution](#)

588.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2016-04-12 · last AC: 2016-04-14 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees
[tun's solution](#)

589.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2016-04-14 · GNU C++11 (first AC) · Tags: data structures, strings
[tun's solution](#)

590.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: two pointers
[tun's solution](#)

591.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers
[tun's solution](#)

592.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar
[tun's solution](#)

593.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[tun's solution](#)

594.

730F

[Ber Patio](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: 3100 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[tun's solution](#)

595.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[tun's solution](#)

596.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2017-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[tun's solution](#)

597.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms

[tun's solution](#)

598.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[tun's solution](#)

599.

730K

[Roads Orientation Problem](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3200 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[tun's solution](#)

600.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: trees

[tun's solution](#)

601.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[tun's solution](#)

602.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[tun's solution](#)

603.

674G

[Choosing Ads](#) · [Tutorial](#)

Rating: 3200 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: —

[tun's solution](#)

604.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs
[tun's solution](#)

605.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings
[tun's solution](#)

606.

657E

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

Rating: 3300 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: graphs, trees
[tun's solution](#)

607.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[tun's solution](#)

608.

102576J

[Space Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[tun's solution](#)

609.

102576F

[The Halfwitters](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[tun's solution](#)

610.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[tun's solution](#)

611.

102576A

[Bags of Candies](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[tun's solution](#)

612.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[tun's solution](#)

613.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[tun's solution](#)

614.

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[tun's solution](#)

615.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[tun's solution](#)

616.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[tun's solution](#)

617.

103069A

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

Rating: — · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

618.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

619.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

620.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

621.

102822C

[Code a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

622.

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

623.

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

624.

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

625.

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

626.

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

627.

101673I

[Twenty Four, Again](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

628.

101673J

[Workout for a Dumbbell](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

629.

101673E

[Is-A? Has-A? Who Knowz-A?](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

630.

101673G

[A Question of Ingestion](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

631.

101673F

[Keeping On Track](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

632.

101673H

[Sheba's Amoebas](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

633.

101673D

[Game of Throws](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

634.

101673C

[DRM Messages](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

635.

101191H

[Spells](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

636.

101191D

[Interactive lock](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

637.

101191G

[Highest ratings year](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

638.

101191I

[Silver table](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

639.

101191C

[Ancient CBS](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

640.

101191E

[Interval divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

641.

101191F

[A trick](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

642.

101191K

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

643.

101191B

[Birches](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

644.

101620K

[Kitchen Knobs](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

645.

101620I

[Intrinsic Interval](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

646.

101620L

[Lunar Landscape](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

647.

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

648.

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

649.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

650.

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

651.

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

652.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

653.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

654.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

655.

101630A

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

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

656.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

657.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

658.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

659.

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

660.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

661.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

662.

101097C

[Drawing](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

663.

101097D

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

664.

101097B

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

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

665.

101097A

[Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

666.

101097I

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

667.

101097E

[Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

668.

101097G

[Party](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

669.

101615K

[Spinning Up Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

670.

101615B

[Enlarging Enthusiasm](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

671.

101615M

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

672.

101615F

[Distinct Distances](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

673.

101615H

[Avoiding Airports](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

674.

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

675.

101615I

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

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

676.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

677.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

678.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

679.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

680.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

681.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

682.

101612F

[Fygon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

683.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

684.

101612H

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

Rating: — · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

685.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

686.

101612B

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

Rating: — · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

687.

101612L

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

Rating: — · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

688.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

689.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

690.

101612I

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

Rating: — · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

691.

101612A

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

Rating: — · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

692.

100520H

[Hide-and-Seek](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

693.

100520E

[Elegant Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

694.

100520G

[Genome of English Literature](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

695.

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

696.

100520C

[Catalian Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

697.

100520K

[Kabbalah for Two](#) · [Tutorial](#)

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[tun's solution](#)

698.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

699.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

700.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

701.

101234E

[Lines Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

702.

101234H

[Split Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

703.

101234B

[Bored Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

704.

101234F

[Lonely Dreamoon 2](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

705.

101234D

[Forest Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

706.

101234I

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

707.

101234J

[Zero Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

708.

101234G

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

Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

709.

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

710.

101234C

[Crazy Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

711.

398C

[Tree and Array](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: — · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[tun's solution](#)

712.

394C

[Dominoes](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: — · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[tun's solution](#)

713.

101192K

[Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

714.

101192D

[Bulls and cows](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

715.

101192H

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

716.

101192F

[Stone, grass and fire](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

717.

101192I

[Abacaba Ltd.](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

718.

101192G

[ReHanoi Towers](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

719.

101192E

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

720.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

721.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

722.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · Python 2 (first AC) · Tags: —
[tun's solution](#)

723.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

724.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

725.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

726.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

727.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

728.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

729.

101158I

[Skinny Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

730.

101158J

[Cover the Polygon with Your Disk](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

731.

101158H

[Animal Companion in Maze](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

732.

101158E

[Infallibly Crack Perplexing Cryptarithm](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

733.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

734.

101158F

[Three Kingdoms of Bourdelot](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

735.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

736.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

737.

101158C

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

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

738.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

739.

100451K

[TopoCM++](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

740.

100451J

[Gennady and Problems](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

741.

100451B

[Double Towers of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-01 · PyPy 2 (first AC) · Tags: —
[tun's solution](#)

742.

100451C

[Drawing with CSS](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

743.

101173E

[Easy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-09 · Java 8 (first AC) · Tags: —
[tun's solution](#)

744.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

745.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

746.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

747.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

748.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

749.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

750.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

751.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

752.

101137I

[Interesting Interactive Idea](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-28 · last AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

753.

101137D

[Demolition Time](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

754.

101137E

[Economy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

755.

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

756.

101137K

[Knights of the Old Republic](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

757.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

758.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

759.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

760.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[tun's solution](#)

761.

100886K

[Toll Roads](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

762.

100886I

[Archaeological Research](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

763.

100886F

[Empty Vessels](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

764.

100886B

[Game on Bipartite Graph](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

765.

100886A

[Three Servers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

766.

100886H

[Biathlon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

767.

100886J

[Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · last AC: 2016-09-09 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

768.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

769.

100622I

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

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

770.

100622K

[Kripke Model](#) · [Tutorial](#)

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

771.

100622E

[Enigmatic Device](#) · [Tutorial](#)

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

772.

100622C

[Circles on a Screen](#) · [Tutorial](#)

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

773.

100622H

[Homo or Hetero?](#) · [Tutorial](#)

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

774.

100622J

[Jealous Numbers](#) · [Tutorial](#)

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

775.

100622D

[Dragon's Question](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-01 · Python 2 (first AC) · Tags: —
[tun's solution](#)

776.

100622B

[Bureaucracy](#) · [Tutorial](#)

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

777.

100622A

[Auxiliary Question of the Universe](#) · [Tutorial](#)

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

778.

100965E

[Balance](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-22 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

779.

100965I

[Prime](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-22 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

780.

100965D

[Invisible points](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-22 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

781.

100965A

[Alpinism](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-22 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

782.

100965F

[Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-22 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

783.

100965B

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-22 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

784.

100721E

[Pesky Heroes](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-21 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

785.

100721D

[Bowlstack](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-21 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

786.

100721H

[Guardian of Decency](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-21 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

787.

100721I

[Up the Stairs](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-21 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

788.

100721C

[Laserbox](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-21 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

789.

100721F

[Reduced ID Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-21 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

790.

100960A

[Prevent a Galactic War!](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-11 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

791.

100960E

[Cryptographic Argument](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

792.

100960H

[Garland Checking](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

793.

100960D

[Handling a Spaceship](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

794.

100960G

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

Rating: — · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

795.

100960C

[Missing Part](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

796.

100960F

[The Jedi Killer](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

797.

100960B

[Forcefield](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

798.

100825C

[KenKen You Do It?](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

799.

100825I

[What's on the Grille?](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

800.

100917E

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

Rating: — · first AC: 2016-04-03 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

801.

100917M

[Matrix, The](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-03 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

802.

100917F

[Find the Length](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-03 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

803.

100917I

[Interactive Casino](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-03 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

804.

100917J

[Judgement](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-03 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

805.

100917H

[Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-03 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

806.

100917D

[dir -C](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-03 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

807.

100917L

[Liesbeth and the String](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-03 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

808.

100917A

[Abstract Picture](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-03 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

809.

100917C

[Constant Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-03 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

810.

100820K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

811.

100820H

[Hilbert Sort](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

812.

390D

[Inna and Sweet Matrix](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: — · first AC: 2016-02-08 · last AC: 2016-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms
[tun's solution](#)

813.

100026G

[Second Division](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

814.

100026B

[Language AZ](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

815.

100026C

[Mines and Czech Hedgehogs](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

816.

100026I

[Shoe Issue](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

817.

100026J

[Annihilate the Beetles](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

818.

100026E

[Pouring Liquid](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

819.

100801I

[Insider's Information](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-17 · last AC: 2015-12-17 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

820.

100430B

[Divisible Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

821.

100430H

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

Rating: — · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

822.

100430J

[Squary Set](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

823.

100430G

[Magic Potions](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

824.

100430A

[Chip Installation](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

825.

100096G

[Nuts](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

826.

100096I

[Stars](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

827.

100096E

[Medical examination](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

828.

100096B

[Cylinders](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

829.

100096D

[Guessing game](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

830.

100096F

[NumberEater](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

831.

100096K

[Table game](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

832.

100096A

[Athletic competition](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

833.

100603E

[Bytie-boy's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-06 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

834.

100603D

[Island](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-06 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

835.

100603F

[Mirror Trap](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-06 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

836.

100603J

[Trains](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-06 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

837.

100603G

[Ticket Inspector](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-06 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

838.

100603C

[Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-06 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

839.

100603H

[Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-06 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

840.

100837F

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

Rating: — · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

841.

100837G

[Dendrograms](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

842.

100837C

[Dig or Climb](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

843.

100837D

[Rotation Estimation](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

844.

100837E

[Optimal Rest](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

845.

100837B

[Headstrong Student](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-02 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

846.

100837A

[Everlasting...? · Tutorial](#)

Rating: — · first AC: 2015-12-02 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

847.

100827K

[Towers · Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

848.

100827D

[Function · Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

849.

100827G

[Number Game · Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

850.

100827E

[Hill Number · Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

851.

100827C

[Containment · Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

852.

100827I

[Salary Inequity · Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

853.

100827F

[Knights · Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

854.

100827A

[Runes · Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

855.

100827L

[Wormhole · Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

856.

100827H

[Pushups · Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

857.

100540G

[Garden Fence](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

858.

100540E

[Electrical Pollution](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-28 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

859.

100540H

[Hedge Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-28 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

860.

100540D

[Diccionario Portunol](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-28 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

861.

100540J

[Jupiter Attacks!](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-28 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

862.

100540C

[Candys Candy](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-28 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

863.

100540K

[Kings Poker](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-28 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

864.

100540I

[In Braille](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-28 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

865.

100540B

[Ball Stacking](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-28 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

866.

100540A

[Army buddies](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-28 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

867.

100107C

[Titan Ruins: Passing through Walls](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

868.

100107J

[Titan Ruins: Making Headway](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

869.

100107I

[Titan Ruins: Inaction Leads to Decay](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

870.

100107K

[Titan Ruins: the Infinite Power of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

871.

100107H

[Titan Ruins: Better Late than Killed](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

872.

100107F

[Titan Ruins: Repeating Success and Failure](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

873.

100107A

[Titan Ruins: Hidden Entrance](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

874.

100338A

[Maximal Flows Dimension](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

875.

100338G

[Fun with Squares](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

876.

100338B

[Geometry Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

877.

100338F

[Spam Filter](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

878.

100338I

[TV Show](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

879.

100338C

[Important Roads](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

880.

100338H

[High Speed Trains](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-24 · Java 7 (first AC) · Tags: —
[tun's solution](#)

881.

100338D

[Crazy Nim](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

882.

100338E

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

883.

100729G

[Smoking gun](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

884.

100729J

[Train delays](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

885.

100729D

[Piece it together](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

886.

100729H

[Tichu](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

887.

100729I

[Tracking RFIDs](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

888.

100729F

[Pool construction](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

889.

100729A

[Binomial coefficients](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

890.

100729E

[Please, go first](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

891.

100729B

[Bird tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

892.

100729C

[Movie collection](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

893.

100417B

[Blackjack](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

894.

100417I

[Roof Skeleton](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

895.

100417H

[Robots' Art](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

896.

100417F

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

Rating: — · first AC: 2015-11-17 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

897.

100417E

[Strange Digits](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · Java 7 (first AC) · Tags: —
[tun's solution](#)

898.

100417G

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · Java 7 (first AC) · Tags: —
[tun's solution](#)

899.

100417C

[Spending Budget](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

900.

100491H

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

901.

100491I

[Intercity Express](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

902.

100491J

[Jungle Speed](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

903.

100491C

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

904.

100491G

[Great Minds](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

905.

100491E

[Expedition to Mars](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

906.

100491D

[Diamonds and Golden Strings](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

907.

100243C

[Colorful Cycle Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

908.

100243D

[Delta, Kappa, Lambda](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

909.

100243A

[Circular Roads](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

910.

100243I

[Black and White Segments](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

911.

100243B

[Coffin Factory](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

912.

100243H

[Move to Front](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

913.

100243G

[Magicand Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · Java 7 (first AC) · Tags: —
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914.

100337G

[Musical](#) · [Tutorial](#)

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915.

100337B

[Lempel-Ziv Compression](#) · [Tutorial](#)

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916.

100337H

[Polygon](#) · [Tutorial](#)

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[tun's solution](#)

917.

100337A

[Graph Game](#) · [Tutorial](#)

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[tun's solution](#)

918.

100337C

[Map Generator](#) · [Tutorial](#)

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[tun's solution](#)

919.

100337J

[2-3 Trees](#) · [Tutorial](#)

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[tun's solution](#)

920.

100337F

["Money, Money, Money"](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-11 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

921.

100801F

[Fygon](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

922.

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

923.

100801J

[Journey to the "The World's Start" · Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

924.

100801D

[Distribution in Metagonia · Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

925.

100801C

[Concatenation · Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

926.

100801H

[Hash Code Hacker · Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

927.

100801B

[Black and White · Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

928.

100801L

[Lucky Chances · Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

929.

100801E

[Easy Arithmetic · Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

930.

100801A

[Alex Origami Squares · Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

931.

100325B

[Divide by Two · Tutorial](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

932.

100325I

[Starbugs Cafe · Tutorial](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

933.

100325F

[London Streets · Tutorial](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

934.

100325E

[Kingdom Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

935.

100325A

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

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

936.

100325H

[Range Minimum Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

937.

100325G

[Word Morpher](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

938.

100325D

[False RSA](#) · [Tutorial](#)

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939.

100792G

[Garden Gathering](#) · [Tutorial](#)

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[tun's solution](#)

940.

100792K

[King's Rout](#) · [Tutorial](#)

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[tun's solution](#)

941.

100792H

[Hashing](#) · [Tutorial](#)

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[tun's solution](#)

942.

100792A

[Anagrams](#) · [Tutorial](#)

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[tun's solution](#)

943.

100792C

[Colder-Hotter](#) · [Tutorial](#)

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[tun's solution](#)

944.

100792D

[Delay Time](#) · [Tutorial](#)

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[tun's solution](#)

945.

100792I

[Illegal or Not? · Tutorial](#)

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[tun's solution](#)

946.

100324C

[Casino · Tutorial](#)

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[tun's solution](#)

947.

100324A

[Almost Palindromic Numbers · Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

948.

100324G

[Matrix Multiplication · Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

949.

100324J

[Crossing the River · Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

950.

100324I

[Princess Dilemma · Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —
[tun's solution](#)

951.

100324B

[Cartesian Tree · Tutorial](#)

Rating: — · first AC: 2015-10-21 · Java 7 (first AC) · Tags: —
[tun's solution](#)

952.

100324D

[DNA Analysis · Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

953.

100534F

[Huge Table · Tutorial](#)

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[tun's solution](#)

954.

100534H

[Dreams Were Important Too! · Tutorial](#)

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[tun's solution](#)

955.

100534J

[Bimetallic coins · Tutorial](#)

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[tun's solution](#)

956.

100534I

[Coin Robbery](#) · [Tutorial](#)

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[tun's solution](#)

957.

100534C

[Coin Graph](#) · [Tutorial](#)

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[tun's solution](#)

958.

100534D

[Coin Table](#) · [Tutorial](#)

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[tun's solution](#)

959.

100534B

[Fake Coins](#) · [Tutorial](#)

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[tun's solution](#)

960.

100534A

[Abnormal Coins](#) · [Tutorial](#)

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[tun's solution](#)

961.

100534G

[Coin Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

962.

100222D

[Gas Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-18 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

963.

100222E

[Infinity Sect](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-18 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

964.

100222C

[Decoding Martian Messages](#) · [Tutorial](#)

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[tun's solution](#)

965.

100222G

[Refrain](#) · [Tutorial](#)

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[tun's solution](#)

966.

100222A

[Addictions](#) · [Tutorial](#)

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[tun's solution](#)

967.

100222J

[Truth](#) · [Tutorial](#)

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[tun's solution](#)

968.

100523B

[Bytean Road Race](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

969.

100523E

[Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

970.

100523F

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

971.

100523J

[Cave](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

972.

100523K

[Cross Spider](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

973.

100523G

[Bits Generator](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —
[tun's solution](#)

974.

100523H

[Afternoon Tea](#) · [Tutorial](#)

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975.

100523C

[Will It Stop?](#) · [Tutorial](#)

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976.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

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977.

100608F

[Four Colors](#) · [Tutorial](#)

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978.

100608G

[Greater Number Wins](#) · [Tutorial](#)

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[tun's solution](#)

979.

100608E

[Elegant Square](#) · [Tutorial](#)

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980.

100524E

[Ebola Virus](#) · [Tutorial](#)

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981.

100524I

[Interactive Memory Management](#) · [Tutorial](#)

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982.

100524F

[Figure Skating](#) · [Tutorial](#)

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983.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

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984.

100524A

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

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985.

100524J

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