

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

<https://cfelitetracker.vercel.app>

Unique solved — unused

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

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

Filters: none

Count: 1,127

- 1.**
2059A
[Milya and Two Arrays](#) · [Tutorial](#)
Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings
[unused's solution](#)
- 2.**
1927A
[Make it White](#) · [Tutorial](#)
Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-09 · PyPy 3-64 (first AC) · Tags: greedy, strings
[unused's solution](#)
- 3.**
1918A
[Brick Wall](#) · [Tutorial](#)
Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[unused's solution](#)
- 4.**
1858A
[Buttons](#) · [Tutorial](#)
Quality: 66,343 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math
[unused's solution](#)
- 5.**
1709A
[Three Doors](#) · [Tutorial](#)
Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[unused's solution](#)
- 6.**
1621A
[Stable Arrangement of Rooks](#) · [Tutorial](#)
Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[unused's solution](#)
- 7.**
1608A
[Find Array](#) · [Tutorial](#)
Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[unused's solution](#)
- 8.**
1535A
[Fair Playoff](#) · [Tutorial](#)
Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[unused's solution](#)
- 9.**
1527A
[And Then There Were K](#) · [Tutorial](#)
Quality: 41,904 global accepts · Rating: 800 · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks
[unused's solution](#)

10.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 800 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[unused's solution](#)

11.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[unused's solution](#)

12.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math
[unused's solution](#)

13.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-08 · PyPy 3 (first AC) · Tags: implementation
[unused's solution](#)

14.

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[unused's solution](#)

15.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,134 global accepts · Rating: 800 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[unused's solution](#)

16.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 800 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[unused's solution](#)

17.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,203 global accepts · Rating: 800 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[unused's solution](#)

18.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-17 · PyPy 3 (first AC) · Tags: implementation, strings
[unused's solution](#)

19.

977A

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

Quality: 217,485 global accepts · Rating: 800 · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[unused's solution](#)

20.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,234 global accepts · Rating: 800 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[unused's solution](#)

21.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[unused's solution](#)

22.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2017-11-22 · PyPy 2 (first AC) · Tags: brute force, dp
[unused's solution](#)

23.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[unused's solution](#)

24.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 800 · first AC: 2017-10-31 · MS C# (first AC) · Tags: implementation
[unused's solution](#)

25.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[unused's solution](#)

26.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math
[unused's solution](#)

27.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,347 global accepts · Rating: 800 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[unused's solution](#)

28.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[unused's solution](#)

29.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-07 · Python 2 (first AC) · Tags: brute force, constructive algorithms, math
[unused's solution](#)

30.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[unused's solution](#)

31.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,808 global accepts · Rating: 800 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[unused's solution](#)

32.

818A

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

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-07-01 · Python 3 (first AC) · Tags: implementation, math
[unused's solution](#)

33.

802G1

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

Quality: 8,142 global accepts · Rating: 800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[unused's solution](#)

34.

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[unused's solution](#)

35.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,775 global accepts · Rating: 800 · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[unused's solution](#)

36.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[unused's solution](#)

37.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,416 global accepts · Rating: 800 · first AC: 2017-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[unused's solution](#)

38.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,865 global accepts · Rating: 800 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[unused's solution](#)

39.

791A

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

Quality: 257,212 global accepts · Rating: 800 · first AC: 2017-03-18 · Python 2 (first AC) · Tags: implementation
[unused's solution](#)

40.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,735 global accepts · Rating: 800 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[unused's solution](#)

41.

769A

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

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, sortings
[unused's solution](#)

42.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,095 global accepts · Rating: 800 · first AC: 2017-03-17 · Python 2 (first AC) · Tags: implementation
[unused's solution](#)

43.

785A

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

Quality: 110,952 global accepts · Rating: 800 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[unused's solution](#)

44.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,395 global accepts · Rating: 800 · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[unused's solution](#)

45.

782A

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

Rating: 800 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[unused's solution](#)

46.

144A

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

Quality: 121,409 global accepts · Rating: 800 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[unused's solution](#)

47.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings
[unused's solution](#)

48.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,084 global accepts · Rating: 800 · first AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
[unused's solution](#)

49.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 800 · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[unused's solution](#)

50.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory
[unused's solution](#)

51.

758A

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

Quality: 75,304 global accepts · Rating: 800 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[unused's solution](#)

52.

750A

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

Quality: 92,558 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math
[unused's solution](#)

53.

748A

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

Quality: 9,346 global accepts · Rating: 800 · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[unused's solution](#)

54.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[unused's solution](#)

55.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,843 global accepts · Rating: 800 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[unused's solution](#)

56.

735A

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

Quality: 13,141 global accepts · Rating: 800 · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[unused's solution](#)

57.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,933 global accepts · Rating: 800 · first AC: 2016-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[unused's solution](#)

58.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,531 global accepts · Rating: 800 · first AC: 2016-11-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[unused's solution](#)

59.

731A

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

Quality: 53,208 global accepts · Rating: 800 · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[unused's solution](#)

60.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,836 global accepts · Rating: 800 · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math
[unused's solution](#)

61.

723A

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

Quality: 100,713 global accepts · Rating: 800 · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: implementation, math, sortings
[unused's solution](#)

62.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-19 · GNU C++11 (first AC) · Tags: implementation
[unused's solution](#)

63.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-12 · GNU C++11 (first AC) · Tags: implementation, math

[unused's solution](#)

64.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: implementation

[unused's solution](#)

65.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: implementation

[unused's solution](#)

66.

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: math

[unused's solution](#)

67.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: math, number theory

[unused's solution](#)

68.

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 800 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: implementation

[unused's solution](#)

69.

110A

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

Quality: 199,497 global accepts · Rating: 800 · first AC: 2011-08-30 · GNU C++ (first AC) · Tags: implementation

[unused's solution](#)

70.

1927B

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

Quality: 38,132 global accepts · Rating: 900 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[unused's solution](#)

71.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[unused's solution](#)

72.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,843 global accepts · Rating: 900 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[unused's solution](#)

73.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,200 global accepts · Rating: 900 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[unused's solution](#)

- 74.**
1505A
[Is it rated - 2](#) · [Tutorial](#)
Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive
[unused's solution](#)
- 75.**
1351B
[Square?](#) · [Tutorial](#)
Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-08 · PyPy 3 (first AC) · Tags: brute force, implementation, math
[unused's solution](#)
- 76.**
1341A
[Nastya and Rice](#) · [Tutorial](#)
Quality: 30,429 global accepts · Rating: 900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[unused's solution](#)
- 77.**
1343A
[Candies](#) · [Tutorial](#)
Quality: 53,390 global accepts · Rating: 900 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[unused's solution](#)
- 78.**
981A
[Antipalindrome](#) · [Tutorial](#)
Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[unused's solution](#)
- 79.**
977B
[Two-gram](#) · [Tutorial](#)
Quality: 49,780 global accepts · Rating: 900 · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[unused's solution](#)
- 80.**
935B
[Fafa and the Gates](#) · [Tutorial](#)
Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[unused's solution](#)
- 81.**
914A
[Perfect Squares](#) · [Tutorial](#)
Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[unused's solution](#)
- 82.**
913A
[Modular Exponentiation](#) · [Tutorial](#)
Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[unused's solution](#)
- 83.**
879A
[Borya's Diagnosis](#) · [Tutorial](#)
Quality: 9,573 global accepts · Rating: 900 · first AC: 2017-10-30 · PyPy 2 (first AC) · Tags: implementation
[unused's solution](#)
- 84.**
868A
[Bark to Unlock](#) · [Tutorial](#)
Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[unused's solution](#)

85.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[unused's solution](#)

86.

847G

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

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[unused's solution](#)

87.

814A

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

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

88.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[unused's solution](#)

89.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[unused's solution](#)

90.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 900 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[unused's solution](#)

91.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[unused's solution](#)

92.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,988 global accepts · Rating: 900 · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[unused's solution](#)

93.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[unused's solution](#)

94.

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[unused's solution](#)

95.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[unused's solution](#)

96.

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[unused's solution](#)

97.

747B

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

Quality: 9,641 global accepts · Rating: 900 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[unused's solution](#)

98.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,888 global accepts · Rating: 900 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[unused's solution](#)

99.

738A

[Interview with Oleg](#) · [Tutorial](#)

Rating: 900 · first AC: 2016-11-20 · Python 2 (first AC) · Tags: implementation, strings

[unused's solution](#)

100.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[unused's solution](#)

101.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2016-04-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[unused's solution](#)

102.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[unused's solution](#)

103.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[unused's solution](#)

104.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[unused's solution](#)

105.

1395A

[Boboiu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[unused's solution](#)

106.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,416 global accepts · Rating: 1000 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[unused's solution](#)

107.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-14 · Python 2 (first AC) · Tags: greedy

[unused's solution](#)

108.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-04 · PyPy 2 (first AC) · Tags: implementation

[unused's solution](#)

109.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[unused's solution](#)

110.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[unused's solution](#)

111.

862A

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

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[unused's solution](#)

112.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[unused's solution](#)

113.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[unused's solution](#)

114.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[unused's solution](#)

115.

143A

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

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2017-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[unused's solution](#)

116.

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[unused's solution](#)

117.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-05-06 · Python 2 (first AC) · Tags: constructive algorithms

[unused's solution](#)

118.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-06 · Python 2 (first AC) · Tags: greedy, math

[unused's solution](#)

119.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[unused's solution](#)

120.

798A

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

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[unused's solution](#)

121.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[unused's solution](#)

122.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[unused's solution](#)

123.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[unused's solution](#)

124.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-02-09 · Python 2 (first AC) · Tags: implementation

[unused's solution](#)

125.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[unused's solution](#)

126.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[unused's solution](#)

127.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[unused's solution](#)

128.

753A

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

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[unused's solution](#)

129.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[unused's solution](#)

130.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,024 global accepts · Rating: 1000 · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math
[unused's solution](#)

131.

732B

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

Quality: 25,769 global accepts · Rating: 1000 · first AC: 2016-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[unused's solution](#)

132.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: implementation
[unused's solution](#)

133.

724A

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

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

134.

669B

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

Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: —
[unused's solution](#)

135.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,827 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: implementation, math
[unused's solution](#)

136.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-30 · GNU C++ (first AC) · Tags: brute force, implementation
[unused's solution](#)

137.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[unused's solution](#)

138.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[unused's solution](#)

139.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,998 global accepts · Rating: 1100 · first AC: 2020-06-14 · PyPy 3 (first AC) · Tags: binary search, greedy, math
[unused's solution](#)

140.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[unused's solution](#)

141.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[unused's solution](#)

142.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-10-31 · MS C# (first AC) · Tags: implementation
[unused's solution](#)

143.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2017-10-24 · Python 2 (first AC) · Tags: implementation, strings
[unused's solution](#)

144.

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · Python 2 (first AC) · Tags: greedy, math
[unused's solution](#)

145.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[unused's solution](#)

146.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math
[unused's solution](#)

147.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[unused's solution](#)

148.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · Python 3 (first AC) · Tags: implementation, sortings
[unused's solution](#)

149.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[unused's solution](#)

150.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[unused's solution](#)

151.

799A

[Carrot Cakes](#) · [Tutorial](#)

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

152.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[unused's solution](#)

153.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,886 global accepts · Rating: 1100 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[unused's solution](#)

154.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[unused's solution](#)

155.

682A

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

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[unused's solution](#)

156.

785B

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

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[unused's solution](#)

157.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[unused's solution](#)

158.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[unused's solution](#)

159.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[unused's solution](#)

160.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[unused's solution](#)

161.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[unused's solution](#)

162.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[unused's solution](#)

163.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, sortings

[unused's solution](#)

164.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[unused's solution](#)

165.

731B

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

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[unused's solution](#)

166.

723B

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

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings

[unused's solution](#)

167.

714A

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

Quality: 11,145 global accepts · Rating: 1100 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: implementation, math

[unused's solution](#)

168.

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-12 · GNU C++11 (first AC) · Tags: implementation, strings

[unused's solution](#)

169.

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: constructive algorithms

[unused's solution](#)

170.

706B

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

Quality: 84,452 global accepts · Rating: 1100 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[unused's solution](#)

171.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[unused's solution](#)

172.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2011-08-30 · GNU C++ (first AC) · Tags: constructive algorithms, strings
[unused's solution](#)

173.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[unused's solution](#)

174.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[unused's solution](#)

175.

1343C

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

Quality: 44,073 global accepts · Rating: 1200 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[unused's solution](#)

176.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[unused's solution](#)

177.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-07 · PyPy 2 (first AC) · Tags: sortings
[unused's solution](#)

178.

914B

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

Quality: 9,063 global accepts · Rating: 1200 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[unused's solution](#)

179.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[unused's solution](#)

180.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[unused's solution](#)

181.

879B

[Table Tennis](#) · [Tutorial](#)

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

182.

870B

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

Quality: 10,640 global accepts · Rating: 1200 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[unused's solution](#)

183.

854B

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

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-07 · Python 2 (first AC) · Tags: constructive algorithms, math

[unused's solution](#)

184.

143B

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

Quality: 5,333 global accepts · Rating: 1200 · first AC: 2017-07-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[unused's solution](#)

185.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[unused's solution](#)

186.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-07 · Python 2 (first AC) · Tags: implementation

[unused's solution](#)

187.

802M1

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

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-05-28 · Python 2 (first AC) · Tags: greedy, sortings

[unused's solution](#)

188.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[unused's solution](#)

189.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[unused's solution](#)

190.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[unused's solution](#)

191.

795C

[Maximum Number](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-04-09 · Scala (first AC) · Tags: *special, constructive algorithms, greedy

[unused's solution](#)

192.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[unused's solution](#)

193.

769B

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

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, two pointers

[unused's solution](#)

194.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[unused's solution](#)

195.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[unused's solution](#)

196.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[unused's solution](#)

197.

779C

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

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[unused's solution](#)

198.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[unused's solution](#)

199.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[unused's solution](#)

200.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[unused's solution](#)

201.

743B

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

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[unused's solution](#)

202.

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[unused's solution](#)

203.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[unused's solution](#)

204.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: implementation, math

[unused's solution](#)

205.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: implementation, strings

[unused's solution](#)

206.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: implementation, sortings

[unused's solution](#)

207.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2016-09-12 · GNU C++11 (first AC) · Tags: implementation, sortings

[unused's solution](#)

208.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-04-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[unused's solution](#)

209.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[unused's solution](#)

210.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: greedy, sortings

[unused's solution](#)

211.

658B

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

Rating: 1200 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: implementation

[unused's solution](#)

212.

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[unused's solution](#)

213.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[unused's solution](#)

214.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-14 · PyPy 3 (first AC) · Tags: math, two pointers

[unused's solution](#)

215.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[unused's solution](#)

216.

1007A

[Reorder the Array](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[unused's solution](#)

217.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[unused's solution](#)

218.

889A

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

Rating: 1300 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[unused's solution](#)

219.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-04 · PyPy 2 (first AC) · Tags: brute force, implementation

[unused's solution](#)

220.

883F

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

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · Python 2 (first AC) · Tags: implementation

[unused's solution](#)

221.

871A

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

Rating: 1300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[unused's solution](#)

222.

862B

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

Quality: 25,650 global accepts · Rating: 1300 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[unused's solution](#)

223.

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

[unused's solution](#)

224.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[unused's solution](#)

225.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,872 global accepts · Rating: 1300 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[unused's solution](#)

226.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,210 global accepts · Rating: 1300 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings

[unused's solution](#)

227.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[unused's solution](#)

228.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[unused's solution](#)

229.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[unused's solution](#)

230.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[unused's solution](#)

231.

770B

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

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, math

[unused's solution](#)

232.

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2017-03-17 · Python 2 (first AC) · Tags: brute force, implementation

[unused's solution](#)

233.

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1300 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[unused's solution](#)

234.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[unused's solution](#)

235.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[unused's solution](#)

236.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[unused's solution](#)

237.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[unused's solution](#)

238.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[unused's solution](#)

239.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[unused's solution](#)

240.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-02 · last AC: 2016-10-02 · GNU C++11 (first AC) · Tags: brute force, implementation

[unused's solution](#)

241.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: graphs

[unused's solution](#)

242.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 1300 · first AC: 2016-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[unused's solution](#)

243.

659B

[Qualifying Contest](#) · [Tutorial](#)

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[unused's solution](#)

244.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[unused's solution](#)

245.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[unused's solution](#)

246.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[unused's solution](#)

247.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-08 · PyPy 3 (first AC) · Tags: data structures, implementation

[unused's solution](#)

248.

1348B

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

Quality: 27,488 global accepts · Rating: 1400 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[unused's solution](#)

249.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

[unused's solution](#)

250.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[unused's solution](#)

251.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[unused's solution](#)

252.

866A

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

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

[unused's solution](#)

253.

843A

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

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[unused's solution](#)

254.

175A

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

Quality: 2,550 global accepts · Rating: 1400 · first AC: 2017-06-29 · Python 3 (first AC) · Tags: brute force, implementation

[unused's solution](#)

255.

175B

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

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[unused's solution](#)

256.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[unused's solution](#)

257.

799B

[T-shirt buying](#) · [Tutorial](#)

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

[unused's solution](#)

258.

804B

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

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-06 · PyPy 2 (first AC) · Tags: combinatorics, greedy, implementation, math

[unused's solution](#)

259.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[unused's solution](#)

260.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[unused's solution](#)

261.

689A

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

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[unused's solution](#)

262.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1400 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[unused's solution](#)

263.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[unused's solution](#)

264.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[unused's solution](#)

265.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[unused's solution](#)

266.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,797 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[unused's solution](#)

267.

748C

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

Quality: 4,855 global accepts · Rating: 1400 · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[unused's solution](#)

268.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math
[unused's solution](#)

269.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1400 · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: implementation, math
[unused's solution](#)

270.

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
[unused's solution](#)

271.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,947 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp
[unused's solution](#)

272.

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
[unused's solution](#)

273.

669C

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

Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[unused's solution](#)

274.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings
[unused's solution](#)

275.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[unused's solution](#)

276.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees
[unused's solution](#)

277.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-14 · PyPy 3 (first AC) · Tags: greedy, math

[unused's solution](#)

278.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[unused's solution](#)

279.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[unused's solution](#)

280.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[unused's solution](#)

281.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[unused's solution](#)

282.

977E

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

Quality: 25,618 global accepts · Rating: 1500 · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[unused's solution](#)

283.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[unused's solution](#)

284.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,280 global accepts · Rating: 1500 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[unused's solution](#)

285.

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1500 · first AC: 2017-11-04 · PyPy 2 (first AC) · Tags: brute force, implementation

[unused's solution](#)

286.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-10-31 · MS C# (first AC) · Tags: dfs and similar, greedy, math

[unused's solution](#)

287.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-24 · PyPy 2 (first AC) · Tags: brute force, dp

[unused's solution](#)

288.

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
[unused's solution](#)

289.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[unused's solution](#)

290.

868C

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

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[unused's solution](#)

291.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1500 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[unused's solution](#)

292.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[unused's solution](#)

293.

847A

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

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[unused's solution](#)

294.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[unused's solution](#)

295.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[unused's solution](#)

296.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2017-08-21 · GNU C11 (first AC) · Tags: data structures, greedy, sortings
[unused's solution](#)

297.

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation
[unused's solution](#)

298.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[unused's solution](#)

299.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[unused's solution](#)

300.

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

[unused's solution](#)

301.

795D

[Lie or Truth](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-04-09 · Go (first AC) · Tags: *special, implementation, sortings

[unused's solution](#)

302.

587A

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

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2017-03-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[unused's solution](#)

303.

791B

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

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

[unused's solution](#)

304.

790A

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

Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[unused's solution](#)

305.

149C

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

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[unused's solution](#)

306.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,015 global accepts · Rating: 1500 · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[unused's solution](#)

307.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[unused's solution](#)

308.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[unused's solution](#)

309.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[unused's solution](#)

310.

761C

[Dasha and Password](#) · [Tutorial](#)

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[unused's solution](#)

311.

748B

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

Quality: 5,557 global accepts · Rating: 1500 · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[unused's solution](#)

312.

743C

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

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[unused's solution](#)

313.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[unused's solution](#)

314.

744A

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

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[unused's solution](#)

315.

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

[unused's solution](#)

316.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-09-14 · Python 2 (first AC) · Tags: brute force, implementation

[unused's solution](#)

317.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-21 · GNU C++11 (first AC) · Tags: math, number theory

[unused's solution](#)

318.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[unused's solution](#)

319.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[unused's solution](#)

320.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[unused's solution](#)

321.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2016-03-31 · GNU C (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[unused's solution](#)

322.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[unused's solution](#)

323.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[unused's solution](#)

324.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-05-23 · PyPy 3 (first AC) · Tags: *special, implementation, number theory

[unused's solution](#)

325.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[unused's solution](#)

326.

1395C

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

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[unused's solution](#)

327.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[unused's solution](#)

328.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[unused's solution](#)

329.

966A

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

Rating: 1600 · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[unused's solution](#)

330.

956B

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

Rating: 1600 · first AC: 2018-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[unused's solution](#)

331.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[unused's solution](#)

332.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[unused's solution](#)

333.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[unused's solution](#)

334.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2017-11-14 · Python 2 (first AC) · Tags: combinatorics, dp, math

[unused's solution](#)

335.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-27 · last AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[unused's solution](#)

336.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-25 · last AC: 2017-10-25 · PyPy 2 (first AC) · Tags: constructive algorithms

[unused's solution](#)

337.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[unused's solution](#)

338.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1600 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[unused's solution](#)

339.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[unused's solution](#)

340.

847B

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

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[unused's solution](#)

341.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[unused's solution](#)

342.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 1600 · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[unused's solution](#)

343.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[unused's solution](#)

344.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[unused's solution](#)

345.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[unused's solution](#)

346.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[unused's solution](#)

347.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[unused's solution](#)

348.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[unused's solution](#)

349.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[unused's solution](#)

350.

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers
[unused's solution](#)

351.

814C

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

Quality: 7,734 global accepts · Rating: 1600 · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers
[unused's solution](#)

352.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[unused's solution](#)

353.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2017-04-26 · GNU C++11 (first AC) · Tags: games, math, number theory
[unused's solution](#)

354.

793B

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

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[unused's solution](#)

355.

795K

[Stepan and Vowels](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-04-09 · Python 2 (first AC) · Tags: *special, implementation, strings
[unused's solution](#)

356.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,825 global accepts · Rating: 1600 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[unused's solution](#)

357.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers
[unused's solution](#)

358.

682C

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

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[unused's solution](#)

359.

689B

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

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[unused's solution](#)

360.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,198 global accepts · Rating: 1600 · first AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[unused's solution](#)

361.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2017-03-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[unused's solution](#)

362.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2017-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[unused's solution](#)

363.

782B

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

Rating: 1600 · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, ternary search

[unused's solution](#)

364.

785C

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

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[unused's solution](#)

365.

150B

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

Quality: 5,316 global accepts · Rating: 1600 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[unused's solution](#)

366.

149B

[Martian Clock](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 1600 · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[unused's solution](#)

367.

781A

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

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[unused's solution](#)

368.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[unused's solution](#)

369.

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[unused's solution](#)

370.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[unused's solution](#)

371.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[unused's solution](#)

372.

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[unused's solution](#)

373.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[unused's solution](#)

374.

753B

[Interactive Bulls and Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[unused's solution](#)

375.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[unused's solution](#)

376.

741B

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

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu
[unused's solution](#)

377.

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math
[unused's solution](#)

378.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[unused's solution](#)

379.

736A

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

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math
[unused's solution](#)

380.

734C

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

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, two pointers
[unused's solution](#)

381.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing
[unused's solution](#)

382.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings
[unused's solution](#)

383.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[unused's solution](#)

384.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[unused's solution](#)

385.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings
[unused's solution](#)

386.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1600 · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: greedy
[unused's solution](#)

387.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
[unused's solution](#)

388.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-02 · GNU C++11 (first AC) · Tags: data structures, dsu
[unused's solution](#)

389.

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
[unused's solution](#)

390.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2016-09-12 · GNU C++11 (first AC) · Tags: greedy, math
[unused's solution](#)

391.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,664 global accepts · Rating: 1600 · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: geometry, implementation
[unused's solution](#)

392.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: dp, strings
[unused's solution](#)

393.

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
[unused's solution](#)

394.

674B

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

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

[unused's solution](#)

395.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[unused's solution](#)

396.

658C

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

Rating: 1600 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: constructive algorithms, trees

[unused's solution](#)

397.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[unused's solution](#)

398.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[unused's solution](#)

399.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[unused's solution](#)

400.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[unused's solution](#)

401.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[unused's solution](#)

402.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[unused's solution](#)

403.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[unused's solution](#)

404.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy
[unused's solution](#)

405.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers
[unused's solution](#)

406.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[unused's solution](#)

407.

966B

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

Rating: 1700 · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[unused's solution](#)

408.

977F

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

Quality: 25,131 global accepts · Rating: 1700 · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp
[unused's solution](#)

409.

852G

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

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[unused's solution](#)

410.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[unused's solution](#)

411.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[unused's solution](#)

412.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings
[unused's solution](#)

413.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[unused's solution](#)

414.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,142 global accepts · Rating: 1700 · first AC: 2017-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[unused's solution](#)

415.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-09 · PyPy 2 (first AC) · Tags: binary search, math
[unused's solution](#)

416.

798C

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

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory
[unused's solution](#)

417.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,842 global accepts · Rating: 1700 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[unused's solution](#)

418.

784A

[Numbers Joke](#) · [Tutorial](#)

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

419.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math
[unused's solution](#)

420.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math
[unused's solution](#)

421.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math
[unused's solution](#)

422.

769D

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

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle
[unused's solution](#)

423.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths
[unused's solution](#)

424.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[unused's solution](#)

425.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[unused's solution](#)

426.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings
[unused's solution](#)

427.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math
[unused's solution](#)

428.

766C

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Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings
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429.

761D

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Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings
[unused's solution](#)

430.

759A

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Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[unused's solution](#)

431.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math
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432.

747E

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433.

739A

[Alyona and mex](#) · [Tutorial](#)

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434.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[unused's solution](#)

435.

737A

[Road to Cinema](#) · [Tutorial](#)

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

[unused's solution](#)

436.

734D

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Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[unused's solution](#)

437.

634C

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Rating: 1700 · first AC: 2016-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[unused's solution](#)

438.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, implementation, math

[unused's solution](#)

439.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[unused's solution](#)

440.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: *special, implementation

[unused's solution](#)

441.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, implementation, math

[unused's solution](#)

442.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[unused's solution](#)

443.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[unused's solution](#)

444.

631C

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Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-04-06 · GNU C++11 (first AC) · Tags: data structures, sortings

[unused's solution](#)

445.

2206H

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Quality: 856 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[unused's solution](#)

446.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[unused's solution](#)

447.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[unused's solution](#)

448.

1508B

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Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[unused's solution](#)

449.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[unused's solution](#)

450.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[unused's solution](#)

451.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[unused's solution](#)

452.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[unused's solution](#)

453.

914C

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

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[unused's solution](#)

454.

894B

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

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2017-11-22 · PyPy 2 (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[unused's solution](#)

455.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[unused's solution](#)

456.

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

[unused's solution](#)

457.

883H

[Palindromic Cut](#) · [Tutorial](#)

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

[unused's solution](#)

458.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,028 global accepts · Rating: 1800 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[unused's solution](#)

459.

869C

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Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[unused's solution](#)

460.

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[unused's solution](#)

461.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[unused's solution](#)

462.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[unused's solution](#)

463.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[unused's solution](#)

464.

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

[unused's solution](#)

465.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[unused's solution](#)

466.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[unused's solution](#)

467.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-21 · Java 8 (first AC) · Tags: data structures, dp, greedy

[unused's solution](#)

468.

830A

[Office Keys](#) · [Tutorial](#)

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

[unused's solution](#)

469.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[unused's solution](#)

470.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[unused's solution](#)

471.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-06-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[unused's solution](#)

472.

802A2

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

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[unused's solution](#)

473.

802A1

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

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[unused's solution](#)

474.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[unused's solution](#)

475.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[unused's solution](#)

476.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · last AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[unused's solution](#)

477.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[unused's solution](#)

478.

784C

[INTERCALC](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 1800 · first AC: 2017-04-01 · Python 2 (first AC) · Tags: *special, implementation

[unused's solution](#)

479.

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[unused's solution](#)

480.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[unused's solution](#)

481.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[unused's solution](#)

482.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[unused's solution](#)

483.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[unused's solution](#)

484.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[unused's solution](#)

485.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[unused's solution](#)

486.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[unused's solution](#)

487.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar,

expression parsing, implementation

[unused's solution](#)

488.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, strings

[unused's solution](#)

489.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[unused's solution](#)

490.

768C

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

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[unused's solution](#)

491.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[unused's solution](#)

492.

743D

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

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[unused's solution](#)

493.

666A

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

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[unused's solution](#)

494.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[unused's solution](#)

495.

727D

[T-shirts Distribution](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, greedy

[unused's solution](#)

496.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[unused's solution](#)

497.

730B

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

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[unused's solution](#)

498.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[unused's solution](#)

499.

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
[unused's solution](#)

500.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory
[unused's solution](#)

501.

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 1800 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees
[unused's solution](#)

502.

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[unused's solution](#)

503.

671A

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

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation
[unused's solution](#)

504.

669D

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

Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures, implementation, math
[unused's solution](#)

505.

664B

[Rebus](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: greedy
[unused's solution](#)

506.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers
[unused's solution](#)

507.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers
[unused's solution](#)

508.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[unused's solution](#)

509.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[unused's solution](#)

510.

914D

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

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[unused's solution](#)

511.

894C

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

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-22 · PyPy 2 (first AC) · Tags: constructive algorithms, math

[unused's solution](#)

512.

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

[unused's solution](#)

513.

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

[unused's solution](#)

514.

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings

[unused's solution](#)

515.

866B

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[unused's solution](#)

516.

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[unused's solution](#)

517.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-20 · last AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, math

[unused's solution](#)

518.

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[unused's solution](#)

519.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1900 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[unused's solution](#)

520.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[unused's solution](#)

521.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[unused's solution](#)

522.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees
[unused's solution](#)

523.

784D

[Touchy-Feely Palindromes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 1900 · first AC: 2017-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[unused's solution](#)

524.

784F

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

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[unused's solution](#)

525.

685B

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

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees
[unused's solution](#)

526.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, trees
[unused's solution](#)

527.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[unused's solution](#)

528.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: matrices
[unused's solution](#)

529.

149D

[Coloring Brackets](#) · [Tutorial](#)

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp
[unused's solution](#)

530.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp
[unused's solution](#)

531.

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings
[unused's solution](#)

532.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2017-03-04 · last AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths
[unused's solution](#)

533.

757C

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

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-02-09 · last AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings
[unused's solution](#)

534.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2017-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation
[unused's solution](#)

535.

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[unused's solution](#)

536.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, interactive
[unused's solution](#)

537.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees
[unused's solution](#)

538.

737C

[Subordinates](#) · [Tutorial](#)

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

539.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[unused's solution](#)

540.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[unused's solution](#)

541.

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

[unused's solution](#)

542.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-02 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[unused's solution](#)

543.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2016-09-24 · Python 2 (first AC) · Tags: *special

[unused's solution](#)

544.

687C

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

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: dp

[unused's solution](#)

545.

717E

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

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-12 · GNU C++11 (first AC) · Tags: dfs and similar

[unused's solution](#)

546.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-12 · GNU C++11 (first AC) · Tags: games, matrices, probabilities

[unused's solution](#)

547.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[unused's solution](#)

548.

613A

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

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[unused's solution](#)

549.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-25 · last AC: 2016-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[unused's solution](#)

550.

700A

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

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, math
[unused's solution](#)

551.

651D

[Image Preview](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers
[unused's solution](#)

552.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
[unused's solution](#)

553.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[unused's solution](#)

554.

896B

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

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive
[unused's solution](#)

555.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[unused's solution](#)

556.

889B

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

Rating: 2000 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, strings
[unused's solution](#)

557.

877E

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

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
[unused's solution](#)

558.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[unused's solution](#)

559.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,061 global accepts · Rating: 2000 · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings
[unused's solution](#)

560.

852B

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

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[unused's solution](#)

561.

862D

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

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[unused's solution](#)

562.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2016-09-24 · last AC: 2017-09-13 · GNU C++11 (first AC) · Tags: *special

[unused's solution](#)

563.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[unused's solution](#)

564.

806B

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

Rating: 2000 · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[unused's solution](#)

565.

803F

[Coprime Subsequences](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[unused's solution](#)

566.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[unused's solution](#)

567.

346B

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

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2017-04-26 · GNU C++11 (first AC) · Tags: dp, strings

[unused's solution](#)

568.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[unused's solution](#)

569.

795L

[Bars](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-04-09 · last AC: 2017-04-09 · MS C# (first AC) · Tags: *special, binary search, greedy

[unused's solution](#)

570.

795J

[Stepan's Series](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-04-09 · GNU C11 (first AC) · Tags: *special, dp

[unused's solution](#)

571.

784B

[Kids' Riddle](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2000 · first AC: 2017-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

[unused's solution](#)

572.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, implementation

[unused's solution](#)

573.

784G

[BF Calculator](#) · [Tutorial](#)

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

[unused's solution](#)

574.

681D

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

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[unused's solution](#)

575.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[unused's solution](#)

576.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[unused's solution](#)

577.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[unused's solution](#)

578.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[unused's solution](#)

579.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,752 global accepts · Rating: 2000 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[unused's solution](#)

580.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[unused's solution](#)

581.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[unused's solution](#)

582.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs
[unused's solution](#)

583.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[unused's solution](#)

584.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[unused's solution](#)

585.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings
[unused's solution](#)

586.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-11-23 · last AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[unused's solution](#)

587.

730I

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

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy
[unused's solution](#)

588.

720A

[Closing ceremony](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2000 · first AC: 2016-09-18 · last AC: 2016-09-18 · GNU C++11 (first AC) · Tags: greedy
[unused's solution](#)

589.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp
[unused's solution](#)

590.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-08-12 · last AC: 2016-08-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices
[unused's solution](#)

591.

669E

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-24 · last AC: 2016-08-09 · GNU C++11 (first AC) · Tags: data structures

[unused's solution](#)

592.

664C

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

Rating: 2000 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: greedy

[unused's solution](#)

593.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[unused's solution](#)

594.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[unused's solution](#)

595.

1343E

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

Quality: 5,739 global accepts · Rating: 2100 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[unused's solution](#)

596.

993C

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

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

[unused's solution](#)

597.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-22 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, math

[unused's solution](#)

598.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[unused's solution](#)

599.

877D

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

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[unused's solution](#)

600.

852E

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

Quality: 1,203 global accepts · Rating: 2100 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[unused's solution](#)

601.

852C

[Property](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2100 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[unused's solution](#)

602.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[unused's solution](#)

603.

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

[unused's solution](#)

604.

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

[unused's solution](#)

605.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[unused's solution](#)

606.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[unused's solution](#)

607.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

[unused's solution](#)

608.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[unused's solution](#)

609.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[unused's solution](#)

610.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[unused's solution](#)

611.

795B

[Significant Cups](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-04-09 · Rust (first AC) · Tags: *special, binary search, sortings, two pointers

[unused's solution](#)

612.

795A

[Amusement Park](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-04-09 · OCaml (first AC) · Tags: *special, brute force, ternary search

[unused's solution](#)

613.

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2017-03-31 · GNU C11 (first AC) · Tags: *special

[unused's solution](#)

614.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[unused's solution](#)

615.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[unused's solution](#)

616.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2017-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[unused's solution](#)

617.

790B

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

Rating: 2100 · first AC: 2017-03-18 · last AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[unused's solution](#)

618.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[unused's solution](#)

619.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[unused's solution](#)

620.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[unused's solution](#)

621.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · last AC: 2017-02-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[unused's solution](#)

622.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2017-02-18 · last AC: 2017-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

data structures, greedy, sortings, two pointers

[unused's solution](#)

623.

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[unused's solution](#)

624.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[unused's solution](#)

625.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[unused's solution](#)

626.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[unused's solution](#)

627.

748E

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

Quality: 1,599 global accepts · Rating: 2100 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[unused's solution](#)

628.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, trees

[unused's solution](#)

629.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2016-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[unused's solution](#)

630.

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[unused's solution](#)

631.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[unused's solution](#)

632.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: geometry, implementation

[unused's solution](#)

633.

703D

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634.

2206C

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635.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

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636.

86D

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637.

883A

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Quality: 653 global accepts · Rating: 2200 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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638.

868D

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639.

855E

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640.

863F

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852F

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847D

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643.

850C

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644.

833B

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Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

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645.

815B

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646.

809B

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647.

806C

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648.

804C

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

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649.

346C

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Quality: 1,506 global accepts · Rating: 2200 · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[unused's solution](#)

650.

795H

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[unused's solution](#)

651.

691F

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Quality: 1,437 global accepts · Rating: 2200 · first AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

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652.

587C

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653.

785E

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[unused's solution](#)

654.

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2017-03-04 · last AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[unused's solution](#)

655.

768D

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656.

754C

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657.

765E

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[unused's solution](#)

658.

757D

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659.

762E

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[unused's solution](#)

660.

759C

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661.

743E

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634D

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664.

733F

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731D

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667.

730E

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Quality: 772 global accepts · Rating: 2200 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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668.

730D

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669.

723E

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670.

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671.

712D

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672.

618D

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673.

707D

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Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[unused's solution](#)

674.

679B

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Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[unused's solution](#)

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664D

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676.

651E

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677.

658D

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Rating: 2200 · first AC: 2016-03-29 · GNU C++ (first AC) · Tags: —

[unused's solution](#)

678.

1621E

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[unused's solution](#)

679.

1601C

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680.

1394B

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681.

1342E

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682.

547C

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888G

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684.

993E

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686.

891C

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884D

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877F

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693.

845G

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695.

808E

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808G

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803G

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698.

793C

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699.

800C

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700.

795I

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Rating: 2300 · first AC: 2017-04-09 · Java 8 (first AC) · Tags: *special, dp, greedy, strings

[unused's solution](#)

701.

795E

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702.

788C

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703.

786B

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704.

154C

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705.

785D

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706.

149E

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Quality: 2,516 global accepts · Rating: 2300 · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings
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707.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 2300 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees
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708.

142C

[Help Caretaker](#) · [Tutorial](#)

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709.

141D

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710.

141E

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711.

768F

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712.

762D

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713.

727E

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714.

723F

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Quality: 1,752 global accepts · Rating: 2300 · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, implementation
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715.

715B

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Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths
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716.

713C

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Quality: 6,534 global accepts · Rating: 2300 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: dp, sortings
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717.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: math, number theory, probabilities
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718.

1340C

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719.

1343F

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720.

1007B

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Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory
[unused's solution](#)

721.

883J

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Quality: 624 global accepts · Rating: 2400 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
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722.

873F

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Quality: 1,862 global accepts · Rating: 2400 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings
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723.

835E

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Quality: 1,349 global accepts · Rating: 2400 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive
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724.

869E

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725.

847J

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Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs
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726.

847L

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727.

853D

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Quality: 715 global accepts · Rating: 2400 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy
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728.

794D

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Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing
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729.

798D

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Quality: 2,167 global accepts · Rating: 2400 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
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730.

796E

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Quality: 733 global accepts · Rating: 2400 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
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731.

786C

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Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-03-23 · last AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[unused's solution](#)

732.

154D

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Quality: 487 global accepts · Rating: 2400 · first AC: 2017-03-22 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[unused's solution](#)

733.

679C

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Quality: 1,265 global accepts · Rating: 2400 · first AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation
[unused's solution](#)

734.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[unused's solution](#)

735.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-10 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[unused's solution](#)

736.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-05 · last AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[unused's solution](#)

737.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[unused's solution](#)

738.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[unused's solution](#)

739.

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-01-25 · last AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[unused's solution](#)

740.

744C

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

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[unused's solution](#)

741.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[unused's solution](#)

742.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2016-09-19 · GNU C++11 (first AC) · Tags: dfs and similar, flows

[unused's solution](#)

743.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures

[unused's solution](#)

744.

668C

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

Rating: 2400 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: math, probabilities

[unused's solution](#)

745.

658E

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

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

[unused's solution](#)

746.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-27 · MS C++ 2017 (first AC) · Tags: brute force, data structures, dfs and similar, trees

[unused's solution](#)

747.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[unused's solution](#)

748.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, greedy

[unused's solution](#)

749.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2017-11-01 · last AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dsu

[unused's solution](#)

750.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[unused's solution](#)

751.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[unused's solution](#)

752.

799E

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

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-11 · last AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[unused's solution](#)

753.

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2500 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[unused's solution](#)

754.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[unused's solution](#)

755.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[unused's solution](#)

756.

778C

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

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-02-26 · last AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[unused's solution](#)

757.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[unused's solution](#)

758.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-20 · last AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[unused's solution](#)

759.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2016-11-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[unused's solution](#)

760.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[unused's solution](#)

761.

712E

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

Quality: 697 global accepts · Rating: 2500 · first AC: 2016-09-12 · GNU C++11 (first AC) · Tags: data structures, math, probabilities

[unused's solution](#)

762.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[unused's solution](#)

763.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[unused's solution](#)

764.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-27 · MS C++ 2017 (first AC) · Tags: data structures, interactive, trees

[unused's solution](#)

765.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[unused's solution](#)

766.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2017-07-04 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[unused's solution](#)

767.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[unused's solution](#)

768.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[unused's solution](#)

769.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[unused's solution](#)

770.

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: geometry, two pointers

[unused's solution](#)

771.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[unused's solution](#)

772.

142D

[Help Shrek and Donkey 2](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: games

[unused's solution](#)

773.

140F

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

Quality: 401 global accepts · Rating: 2600 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[unused's solution](#)

774.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2017-03-01 · last AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[unused's solution](#)

775.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[unused's solution](#)

776.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[unused's solution](#)

777.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing

[unused's solution](#)

778.

634E

[Preorder Test](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-11-18 · last AC: 2016-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy

[unused's solution](#)

779.

724G

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

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[unused's solution](#)

780.

717F

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

Quality: 382 global accepts · Rating: 2600 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures

[unused's solution](#)

781.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[unused's solution](#)

782.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[unused's solution](#)

783.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2017-10-30 · last AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[unused's solution](#)

784.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-05-10 · last AC: 2017-05-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[unused's solution](#)

785.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[unused's solution](#)

786.

795G

[Perfectionist Arkadiy](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-04-12 · C++14 (GCC 6-32) (first AC) · Tags: *special, math, number theory

[unused's solution](#)

787.

774G

[Perfectionist Arkadiy](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 2700 · first AC: 2017-04-12 · C++14 (GCC 6-32) (first AC) · Tags: *special, number theory

[unused's solution](#)

788.

795F

[Pens And Days Of Week](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-04-09 · JavaScript (first AC) · Tags: *special, brute force, math, number theory

[unused's solution](#)

789.

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-03-05 · last AC: 2017-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[unused's solution](#)

790.

674E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities, trees

[unused's solution](#)

791.

778D

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

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[unused's solution](#)

792.

721E

[Road to Home](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 2700 · first AC: 2016-10-31 · last AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[unused's solution](#)

793.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: binary search, data structures

[unused's solution](#)

794.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, fft

[unused's solution](#)

795.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[unused's solution](#)

796.

796F

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

Quality: 204 global accepts · Rating: 2800 · first AC: 2017-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, greedy

[unused's solution](#)

797.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[unused's solution](#)

798.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[unused's solution](#)

799.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[unused's solution](#)

800.

815E

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

Quality: 249 global accepts · Rating: 2900 · first AC: 2017-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation

[unused's solution](#)

801.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[unused's solution](#)

802.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2017-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[unused's solution](#)

803.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2017-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[unused's solution](#)

804.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[unused's solution](#)

805.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[unused's solution](#)

806.

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

[unused's solution](#)

807.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2016-12-24 · last AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[unused's solution](#)

808.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[unused's solution](#)

809.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings
[unused's solution](#)

810.

634F

[Orchestra](#) · [Tutorial](#)

Rating: 3000 · first AC: 2016-11-21 · C++14 (GCC 6-32) (first AC) · Tags: two pointers
[unused's solution](#)

811.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu
[unused's solution](#)

812.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2017-04-04 · last AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: flows, greedy
[unused's solution](#)

813.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2017-03-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search
[unused's solution](#)

814.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[unused's solution](#)

815.

765G

[Math, math everywhere](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2017-02-14 · last AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, meet-in-the-middle, number theory
[unused's solution](#)

816.

730L

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

Quality: 93 global accepts · Rating: 3200 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[unused's solution](#)

817.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2024-02-04 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms, geometry, math
[unused's solution](#)

818.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2024-02-04 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms, math, number theory
[unused's solution](#)

819.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2024-02-04 · PyPy 3-64 (first AC) · Tags: *special, number theory

[unused's solution](#)

820.

1812J

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

Quality: 6,290 global accepts · Rating: — · first AC: 2024-02-04 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[unused's solution](#)

821.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2024-02-04 · PyPy 3-64 (first AC) · Tags: *special, brute force, implementation

[unused's solution](#)

822.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2024-02-04 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, strings

[unused's solution](#)

823.

104875F

[Faster Than Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[unused's solution](#)

824.

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[unused's solution](#)

825.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[unused's solution](#)

826.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[unused's solution](#)

827.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[unused's solution](#)

828.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[unused's solution](#)

829.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[unused's solution](#)

830.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[unused's solution](#)

831.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[unused's solution](#)

832.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[unused's solution](#)

833.

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[unused's solution](#)

834.

103371K

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

Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[unused's solution](#)

835.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[unused's solution](#)

836.

103371C

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

Rating: — · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[unused's solution](#)

837.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[unused's solution](#)

838.

103388D

[Dividing the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[unused's solution](#)

839.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[unused's solution](#)

840.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[unused's solution](#)

841.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-01 · last AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[unused's solution](#)

842.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

843.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

844.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

845.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

846.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

847.

103443K

[Insertion Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · MS C++ 2017 (first AC) · Tags: —
[unused's solution](#)

848.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

849.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

850.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

851.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

852.

103443D

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

Rating: — · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[unused's solution](#)

853.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

854.

103495H

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

Rating: — · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

855.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

856.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

857.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

858.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

859.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

860.

102082D

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

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

861.

102082G

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

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

862.

102082C

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

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

863.

102082B

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

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[unused's solution](#)

864.

102082A

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

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[unused's solution](#)

865.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · PyPy 3 (first AC) · Tags: —

[unused's solution](#)

866.

103202F

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

Rating: — · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[unused's solution](#)

867.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[unused's solution](#)

868.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[unused's solution](#)

869.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[unused's solution](#)

870.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[unused's solution](#)

871.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[unused's solution](#)

872.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · last AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[unused's solution](#)

873.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[unused's solution](#)

874.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[unused's solution](#)

875.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

876.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

877.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

878.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · Python 3 (first AC) · Tags: —
[unused's solution](#)

879.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

880.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

881.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

882.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

883.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[unused's solution](#)

884.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[unused's solution](#)

885.

102861K

[Between Us](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[unused's solution](#)

886.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[unused's solution](#)

887.

102861C

[Concatenating Teams](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[unused's solution](#)

888.

102861M

[Machine Gun](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-22 · last AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[unused's solution](#)

889.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[unused's solution](#)

890.

102861N

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

Rating: — · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[unused's solution](#)

891.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

892.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

893.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

894.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

895.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

896.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · PyPy 3 (first AC) · Tags: —

[unused's solution](#)

897.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

898.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

899.

102500F

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

Rating: — · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

900.

102500E

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

Rating: — · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

901.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

902.

102501H

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

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

903.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

904.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

905.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[unused's solution](#)

906.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

907.

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[unused's solution](#)

908.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

909.

101810M

[Greedy Pirate](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

910.

101810E

[N-Dimensional Grid](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

911.

101810F

[Minimum Sum of Array](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

912.

101810I

[Split the Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

913.

101810C

[Flip the Bits](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

914.

101810H

[Making Friends](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

915.

101810B

[Friends and Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[unused's solution](#)

916.

101667J

[Strongly Matchable](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-29 · last AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

917.

101606H

[Hiking](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

918.

101606G

[Gentlebots](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

919.

101606K

[Knightsbridge Rises](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

920.

101606L

[Lizard Lounge](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

921.

101606B

[Breaking Biscuits](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

922.

101606E

[Education](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

923.

101606A

[Alien Sunset](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

924.

101606F

[Flipping Coins](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

925.

101606D

[Deranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

926.

101606J

[Just A Minim](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

927.

101606I

[I Work All Day](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

928.

101606C

[Cued In](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

929.

100958D

[Dense Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

930.

100958J

[Hyperrectangle](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · last AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

931.

100958C

[Clique Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

932.

100958A

[Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

933.

100958B

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

934.

101597G

[Affine](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

935.

101597H

[Compass](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

936.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

937.

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

938.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · last AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

939.

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

940.

101597D

[Effective network](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

941.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

942.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

943.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · PyPy 2 (first AC) · Tags: —
[unused's solution](#)

944.

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

945.

101572D

[Distinctive Character](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

946.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

947.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

948.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

949.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

950.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

951.

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

952.

101503E

[XOR-omania](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

953.

101371F

[Maximal Clique](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

954.

100960H

[Garland Checking](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · last AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

955.

101371D

[Fermat's Last Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

956.

101371J

[Cornerless Tiling](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-07 · Python 3 (first AC) · Tags: —
[unused's solution](#)

957.

101371C

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

Rating: — · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

958.

101371H

[Recover path](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

959.

101371A

[Black-white balls](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

960.

101158H

[Animal Companion in Maze](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

961.

101158I

[Skinny Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

962.

100685B

[Billy, Willy and Moscow Underground](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

963.

100685K

[Key to Magica's diary](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

964.

100685J

[Just Another Disney Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

965.

100685A

[Ariel](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

966.

100685F

[Flood](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

967.

100685I

[Innovative Business](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

968.

100685G

[Gadget Hackwrench](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

969.

100685E

[Epic Fail of a Genie](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

970.

100685C

[Cinderella](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

971.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

972.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

973.

101158C

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

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

974.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

975.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

976.

101262C

[Vera and Mean Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

977.

101262B

[Vera And LCS](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

978.

101262D

[Vera and Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

979.

101262A

[Vera and Outfits](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

980.

100803I

[Sweet War](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

981.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

982.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

983.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-02 · Python 3 (first AC) · Tags: —
[unused's solution](#)

984.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

985.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

986.

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

987.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

988.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

989.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

990.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

991.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

992.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

993.

101503H

[Billing](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

994.

101503I

[Just Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

995.

101503J

[Numbers Painting](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

996.

101503K

[Extrasensory Perception](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-08 · Python 3 (first AC) · Tags: —

[unused's solution](#)

997.

101503L

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

998.

101503B

[Join the Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

999.

101504A

[Cyclic Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1000.

101504H

[Berodoskar Development](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1001.

101504B

[Bergamot Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1002.

101504K

[Terrorists in Berland](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1003.

101504E

[Dance it up!](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1004.

101504C

[Berhatton](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1005.

101504G

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

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1006.

101504F

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1007.

101128C

[Canvas Painting](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1008.

101128E

[Wooden Signs](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1009.

101128A

[Promotions](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1010.

101128B

[Black Vienna](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1011.

101128J

[Saint John Festival](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1012.

101128H

[Sheldon Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1013.

101128D

[Dice Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1014.

101128G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1015.

100570F

[Tree Query](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1016.

100570B

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1017.

100570E

[Palindrome Query](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1018.

100570C

[Subrect Query](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-29 · last AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1019.

100570D

[TROY Query](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1020.

100571A

[Cursed Query](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1021.

100571B

[Troynacci Query](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1022.

101370G

[Running City](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1023.

101370I

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

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1024.

101370H

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

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1025.

101370A

[Abelian Groups](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1026.

101370K

[Treediff](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1027.

101370F

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

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1028.

101370J

[Subsequences Of Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1029.

101370C

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

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1030.

100287A

[ASCII Art](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1031.

100287B

[Billing Tables](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1032.

100287C

[Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1033.

100287G

[Graveyard](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1034.

100287I

[Interconnect](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1035.

100287J

[Java vs C++](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1036.

100287K

[Kickdown](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1037.

100299J

[Captain Obvious and the Rabbit-Man](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1038.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1039.

100960E

[Cryptographic Argument](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1040.

100960A

[Prevent a Galactic War!](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1041.

100960C

[Missing Part](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1042.

100960B

[Forcefield](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1043.

101189C

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

Rating: — · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1044.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1045.

101234F

[Lonely Dreamoon 2](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1046.

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1047.

101234G

[Dreamoon and NightMarket](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1048.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1049.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1050.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1051.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1052.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1053.

101175I

[Mummy Madness](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1054.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1055.

100110H

[Good Students and Bad Students](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1056.

100110B

[Lots of Combinations](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1057.

100110G

[RLE Size](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1058.

101189A

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

Rating: — · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1059.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-14 · last AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1060.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1061.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1062.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1063.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1064.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1065.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1066.

101257F

[Islands II](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1067.

101059D

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

Rating: — · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1068.

101059E

[Palindromic-quadruples](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1069.

101059C

[Gangsters](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1070.

101059B

[Shift and Push](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1071.

101059A

[Horrible boss](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1072.

101257A

[The Fault in Our Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[unused's solution](#)

1073.

101257C

[Arcade](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1074.

101257I

[K. Push.](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1075.

101257B

[2Trees](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1076.

101257G

[24](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1077.

101257H

[Card](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1078.

101257E

[Another Step-by-Step Pupil](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1079.

101257D

[!Hasan](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1080.

101243K

[Polymorphic code](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1081.

101243I

[Land Division](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[unused's solution](#)

1082.

101243B

[Hanoi tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-07 · Python 2 (first AC) · Tags: —
[unused's solution](#)

1083.

101243E

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