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# Unique solved — vlad107

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

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1.

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2.

2060A

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3.

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4.

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2074A

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1922A

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8.

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9.

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1644A

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1635B

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1623A

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1629B

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1634A

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1632A

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1616A

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1627A

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1626A

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**28.**

1002A1

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618A

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546A

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513A

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**47.**

294A

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**49.**

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**50.**

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**56.**

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262A

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112A

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59A

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61A

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34A

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50A

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49A

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**97.**

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46A

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**99.**

41A

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**100.**

38A

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14A

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12A

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2060C

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**110.**

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[vlad107's solution](#)

**111.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[vlad107's solution](#)

**112.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,940 global accepts · Rating: 900 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vlad107's solution](#)

**113.**

556A

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

Quality: 46,389 global accepts · Rating: 900 · first AC: 2015-06-27 · last AC: 2015-06-27 · Python 3 (first AC) · Tags: greedy

[vlad107's solution](#)

**114.**

554A

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

Quality: 14,490 global accepts · Rating: 900 · first AC: 2015-06-24 · Python 3 (first AC) · Tags: brute force, math, strings

[vlad107's solution](#)

**115.**

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[vlad107's solution](#)

**116.**

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: implementation

[vlad107's solution](#)

**117.**

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2014-08-20 · GNU C++ (first AC) · Tags: brute force, implementation, math

[vlad107's solution](#)

**118.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,904 global accepts · Rating: 900 · first AC: 2013-08-17 · Python 2 (first AC) · Tags: greedy

[vlad107's solution](#)

**119.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,100 global accepts · Rating: 900 · first AC: 2013-06-30 · Python 2 (first AC) · Tags: math

[vlad107's solution](#)

**120.**

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,421 global accepts · Rating: 900 · first AC: 2013-06-30 · Python 2 (first AC) · Tags: brute force, greedy

[vlad107's solution](#)

**121.**

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,565 global accepts · Rating: 900 · first AC: 2013-06-14 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**122.**

313A

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

Quality: 65,042 global accepts · Rating: 900 · first AC: 2013-06-07 · FPC (first AC) · Tags: implementation, number theory

[vlad107's solution](#)

**123.**

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 900 · first AC: 2013-04-23 · Python 2 (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

**124.**

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,064 global accepts · Rating: 900 · first AC: 2013-03-23 · Python 2 (first AC) · Tags: implementation

[vlad107's solution](#)

**125.**

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,466 global accepts · Rating: 900 · first AC: 2013-02-21 · Python 2 (first AC) · Tags: implementation

[vlad107's solution](#)

**126.**

263B

[Squares](#) · [Tutorial](#)

Quality: 9,779 global accepts · Rating: 900 · first AC: 2013-01-21 · last AC: 2013-01-21 · FPC (first AC) · Tags: greedy, implementation, sortings

[vlad107's solution](#)

**127.**

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,559 global accepts · Rating: 900 · first AC: 2013-01-12 · FPC (first AC) · Tags: math, number theory

[vlad107's solution](#)

**128.**

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2012-11-21 · FPC (first AC) · Tags: constructive algorithms, greedy, sortings

[vlad107's solution](#)

**129.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,060 global accepts · Rating: 900 · first AC: 2012-08-09 · Python 2 (first AC) · Tags: strings

[vlad107's solution](#)

**130.**

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2012-08-06 · FPC (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

**131.**

205A

[Little Elephant and Rozdil](#) · [Tutorial](#)

Quality: 25,227 global accepts · Rating: 900 · first AC: 2012-07-19 · Python 2 (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

**132.**

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2012-07-19 · Python 2 (first AC) · Tags: implementation, math

[vlad107's solution](#)

**133.**

199A

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

Quality: 30,290 global accepts · Rating: 900 · first AC: 2012-07-19 · Python 2 (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[vlad107's solution](#)

**134.**

168A

[Wizards and Demonstration](#) · [Tutorial](#)

Quality: 11,506 global accepts · Rating: 900 · first AC: 2012-04-22 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**135.**

152A

[Marks](#) · [Tutorial](#)

Quality: 18,618 global accepts · Rating: 900 · first AC: 2012-04-22 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**136.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,714 global accepts · Rating: 900 · first AC: 2012-04-22 · FPC (first AC) · Tags: greedy, sortings

[vlad107's solution](#)

**137.**

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,988 global accepts · Rating: 900 · first AC: 2012-02-11 · FPC (first AC) · Tags: greedy, implementation, sortings

[vlad107's solution](#)

**138.**

137A

[Postcards and photos](#) · [Tutorial](#)

Quality: 7,834 global accepts · Rating: 900 · first AC: 2011-12-26 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**139.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,007 global accepts · Rating: 900 · first AC: 2011-12-26 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**140.**

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2011-11-15 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**141.**

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,591 global accepts · Rating: 900 · first AC: 2011-11-15 · FPC (first AC) · Tags: geometry

[vlad107's solution](#)

**142.**

115A

[Party](#) · [Tutorial](#)

Quality: 43,353 global accepts · Rating: 900 · first AC: 2011-11-08 · FPC (first AC) · Tags: dfs and similar, graphs, trees

[vlad107's solution](#)

**143.**

94A

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

Quality: 12,266 global accepts · Rating: 900 · first AC: 2011-07-20 · FPC (first AC) · Tags: implementation, strings

[vlad107's solution](#)

**144.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,644 global accepts · Rating: 900 · first AC: 2011-07-13 · FPC (first AC) · Tags: implementation, strings

[vlad107's solution](#)

**145.**

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,490 global accepts · Rating: 900 · first AC: 2010-11-06 · last AC: 2011-05-15 · GNU C++ (first AC) · Tags: implementation

[vlad107's solution](#)

**146.**

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2011-05-13 · FPC (first AC) · Tags: math, number theory

[vlad107's solution](#)

**147.**

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 900 · first AC: 2011-03-14 · FPC (first AC) · Tags: implementation, sortings, strings

[vlad107's solution](#)

**148.**

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2010-11-13 · last AC: 2011-02-06 · GNU C++ (first AC) · Tags: implementation

[vlad107's solution](#)

**149.**

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2011-01-10 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**150.**

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 900 · first AC: 2011-01-07 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**151.**

34B

[Sale](#) · [Tutorial](#)

Quality: 66,026 global accepts · Rating: 900 · first AC: 2011-01-07 · FPC (first AC) · Tags: greedy, sortings

[vlad107's solution](#)

**152.**

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,767 global accepts · Rating: 900 · first AC: 2011-01-07 · FPC (first AC) · Tags: number theory

[vlad107's solution](#)

**153.**

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2010-12-12 · FPC (first AC) · Tags: implementation, schedules

[vlad107's solution](#)

**154.**

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 900 · first AC: 2010-06-03 · last AC: 2010-11-17 · FPC (first AC) · Tags: greedy, implementation, sortings

[vlad107's solution](#)

**155.**

11A

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

Quality: 15,495 global accepts · Rating: 900 · first AC: 2010-04-30 · FPC (first AC) · Tags: constructive algorithms, implementation, math

[vlad107's solution](#)

**156.**

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 900 · first AC: 2010-06-07 · last AC: 2010-11-10 · FPC (first AC) · Tags: brute force, geometry

[vlad107's solution](#)

**157.**

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[vlad107's solution](#)

**158.**

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[vlad107's solution](#)

**159.**

1837C

[Best Binary String](#) · [Tutorial](#)

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[vlad107's solution](#)

**160.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[vlad107's solution](#)

**161.**

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[vlad107's solution](#)

**162.**

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-06-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[vlad107's solution](#)

**163.**

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms

[vlad107's solution](#)

**164.**

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

**165.**

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[vlad107's solution](#)

**166.**

500A

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

Quality: 62,691 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation

[vlad107's solution](#)

**167.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,266 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation

[vlad107's solution](#)

**168.**

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,375 global accepts · Rating: 1000 · first AC: 2013-08-26 · Python 2 (first AC) · Tags: implementation

[vlad107's solution](#)

**169.**

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2013-08-10 · Python 2 (first AC) · Tags: implementation, math

[vlad107's solution](#)

**170.**

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2013-06-30 · Python 2 (first AC) · Tags: greedy

[vlad107's solution](#)

**171.**

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,460 global accepts · Rating: 1000 · first AC: 2013-04-23 · Python 2 (first AC) · Tags: brute force, number theory, sortings

[vlad107's solution](#)

**172.**

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2013-04-11 · Python 2 (first AC) · Tags: implementation

[vlad107's solution](#)

**173.**

284B

[Cows and Poker Game](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1000 · first AC: 2013-03-23 · Python 2 (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

**174.**

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,679 global accepts · Rating: 1000 · first AC: 2013-02-18 · Python 2 (first AC) · Tags: implementation, math

[vlad107's solution](#)

**175.**

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,784 global accepts · Rating: 1000 · first AC: 2013-01-28 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**176.**

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2013-01-20 · FPC (first AC) · Tags: greedy, implementation

[vlad107's solution](#)

**177.**

259A

[Little Elephant and Chess](#) · [Tutorial](#)

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2012-12-24 · FPC (first AC) · Tags: brute force, strings

[vlad107's solution](#)

**178.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,484 global accepts · Rating: 1000 · first AC: 2012-10-01 · FPC (first AC) · Tags: greedy, sortings

[vlad107's solution](#)

**179.**

221A

[Little Elephant and Function](#) · [Tutorial](#)

Quality: 16,802 global accepts · Rating: 1000 · first AC: 2012-08-31 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**180.**

219A

[k-String](#) · [Tutorial](#)

Quality: 32,316 global accepts · Rating: 1000 · first AC: 2012-08-28 · Delphi (first AC) · Tags: implementation, strings

[vlad107's solution](#)

**181.**

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2012-07-19 · Python 2 (first AC) · Tags: binary search, brute force, math

[vlad107's solution](#)

**182.**

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2012-04-28 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**183.**

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2012-04-28 · FPC (first AC) · Tags: greedy

[vlad107's solution](#)

**184.**

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1000 · first AC: 2012-04-24 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**185.**

143A

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

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2012-04-22 · FPC (first AC) · Tags: brute force, math

[vlad107's solution](#)

**186.**

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2012-04-22 · FPC (first AC) · Tags: geometry, sortings

[vlad107's solution](#)

**187.**

177B1

[Rectangular Game](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1000 · first AC: 2012-04-21 · FPC (first AC) · Tags: number theory

[vlad107's solution](#)

**188.**

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2012-03-17 · Delphi (first AC) · Tags: implementation

[vlad107's solution](#)

**189.**

125B

[Simple XML](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 1000 · first AC: 2011-12-27 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**190.**

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1000 · first AC: 2011-12-26 · FPC (first AC) · Tags: greedy

[vlad107's solution](#)

**191.**

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,505 global accepts · Rating: 1000 · first AC: 2011-12-26 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**192.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,976 global accepts · Rating: 1000 · first AC: 2011-12-26 · FPC (first AC) · Tags: implementation, strings

[vlad107's solution](#)

**193.**

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2011-11-15 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**194.**

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,205 global accepts · Rating: 1000 · first AC: 2011-11-06 · FPC (first AC) · Tags: math

[vlad107's solution](#)

**195.**

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1000 · first AC: 2011-11-06 · FPC (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

**196.**

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2011-11-06 · FPC (first AC) · Tags: math

[vlad107's solution](#)

**197.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,796 global accepts · Rating: 1000 · first AC: 2011-11-06 · FPC (first AC) · Tags: brute force, number theory

[vlad107's solution](#)

**198.**

118B

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

Quality: 34,583 global accepts · Rating: 1000 · first AC: 2011-11-06 · FPC (first AC) · Tags: constructive algorithms, implementation

[vlad107's solution](#)

**199.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,426 global accepts · Rating: 1000 · first AC: 2011-11-06 · FPC (first AC) · Tags: implementation, strings

[vlad107's solution](#)

**200.**

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1000 · first AC: 2011-10-18 · FPC (first AC) · Tags: brute force, implementation, math

[vlad107's solution](#)

**201.**

110C

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

Rating: 1000 · first AC: 2011-08-29 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**202.**

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-29 · FPC (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

**203.**

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2011-08-26 · FPC (first AC) · Tags: implementation, strings

[vlad107's solution](#)

**204.**

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2011-08-26 · FPC (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

**205.**

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2011-08-26 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**206.**

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,942 global accepts · Rating: 1000 · first AC: 2011-08-14 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**207.**

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,494 global accepts · Rating: 1000 · first AC: 2011-06-16 · FPC (first AC) · Tags: greedy, math

[vlad107's solution](#)

**208.**

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2011-04-25 · GNU C++ (first AC) · Tags: implementation

[vlad107's solution](#)

**209.**

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,871 global accepts · Rating: 1000 · first AC: 2011-04-15 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**210.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,361 global accepts · Rating: 1000 · first AC: 2011-03-28 · GNU C++ (first AC) · Tags: implementation, math

[vlad107's solution](#)

**211.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,990 global accepts · Rating: 1000 · first AC: 2011-01-31 · last AC: 2011-02-02 · Delphi (first AC) · Tags: greedy, strings

[vlad107's solution](#)

**212.**

56A

[Bar](#) · [Tutorial](#)

Quality: 9,639 global accepts · Rating: 1000 · first AC: 2011-01-21 · last AC: 2011-01-21 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**213.**

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,143 global accepts · Rating: 1000 · first AC: 2011-01-07 · FPC (first AC) · Tags: greedy, shortest paths

[vlad107's solution](#)

**214.**

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1000 · first AC: 2011-01-07 · FPC (first AC) · Tags: brute force

[vlad107's solution](#)

**215.**

37A

[Towers](#) · [Tutorial](#)

Quality: 27,689 global accepts · Rating: 1000 · first AC: 2011-01-07 · FPC (first AC) · Tags: sortings

[vlad107's solution](#)

**216.**

43A

[Football](#) · [Tutorial](#)

Quality: 69,167 global accepts · Rating: 1000 · first AC: 2010-11-29 · last AC: 2010-11-30 · FPC (first AC) · Tags: strings

[vlad107's solution](#)

**217.**

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,582 global accepts · Rating: 1000 · first AC: 2010-11-11 · GNU C++ (first AC) · Tags: implementation

[vlad107's solution](#)

**218.**

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,401 global accepts · Rating: 1000 · first AC: 2010-06-10 · FPC (first AC) · Tags: brute force, math, number theory

[vlad107's solution](#)

**219.**

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,305 global accepts · Rating: 1000 · first AC: 2010-05-29 · GNU C++ (first AC) · Tags: implementation

[vlad107's solution](#)

**220.**

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2010-05-06 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**221.**

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1000 · first AC: 2010-11-17 · GNU C++ (first AC) · Tags: implementation

[vlad107's solution](#)

**222.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2010-05-04 · last AC: 2010-11-01 · FPC (first AC) · Tags: math

[vlad107's solution](#)

**223.**

1966B

[Rectangle Filling](#) · [Tutorial](#)

Quality: 17,211 global accepts · Rating: 1100 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[vlad107's solution](#)

**224.**

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,198 global accepts · Rating: 1100 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[vlad107's solution](#)

**225.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[vlad107's solution](#)

**226.**

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[vlad107's solution](#)

**227.**

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[vlad107's solution](#)

**228.**

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,894 global accepts · Rating: 1100 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[vlad107's solution](#)

**229.**

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[vlad107's solution](#)

**230.**

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 1100 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math  
[vlad107's solution](#)

**231.**

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[vlad107's solution](#)

**232.**

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[vlad107's solution](#)

**233.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[vlad107's solution](#)

**234.**

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2018-06-30 · Q# (first AC) · Tags: \*special  
[vlad107's solution](#)

**235.**

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms  
[vlad107's solution](#)

**236.**

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[vlad107's solution](#)

**237.**

556B

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

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-06-27 · Python 2 (first AC) · Tags: brute force, implementation  
[vlad107's solution](#)

**238.**

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2015-06-06 · Python 2 (first AC) · Tags: implementation, strings  
[vlad107's solution](#)

**239.**

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2015-05-26 · Python 3 (first AC) · Tags: brute force, implementation, strings  
[vlad107's solution](#)

**240.**

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: greedy  
[vlad107's solution](#)

**241.**

331C1

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2013-07-19 · last AC: 2013-07-26 · Python 2 (first AC) · Tags: dp  
[vlad107's solution](#)

**242.**

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-13 · Python 2 (first AC) · Tags: greedy  
[vlad107's solution](#)

**243.**

300A

[Array](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1100 · first AC: 2013-06-07 · FPC (first AC) · Tags: brute force, constructive algorithms, implementation  
[vlad107's solution](#)

**244.**

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2013-06-07 · FPC (first AC) · Tags: implementation, strings  
[vlad107's solution](#)

**245.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,502 global accepts · Rating: 1100 · first AC: 2013-06-07 · FPC (first AC) · Tags: dp, implementation  
[vlad107's solution](#)

**246.**

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-18 · FPC (first AC) · Tags: implementation  
[vlad107's solution](#)

**247.**

296A

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

Quality: 26,039 global accepts · Rating: 1100 · first AC: 2013-04-12 · Python 2 (first AC) · Tags: greedy, math  
[vlad107's solution](#)

**248.**

289A

[Polo the Penguin and Segments](#) · [Tutorial](#)

Quality: 10,327 global accepts · Rating: 1100 · first AC: 2013-04-02 · Python 2 (first AC) · Tags: brute force, implementation  
[vlad107's solution](#)

**249.**

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,138 global accepts · Rating: 1100 · first AC: 2013-03-23 · Python 2 (first AC) · Tags: greedy, implementation  
[vlad107's solution](#)

**250.**

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,984 global accepts · Rating: 1100 · first AC: 2013-03-23 · Python 2 (first AC) · Tags: brute force, implementation  
[vlad107's solution](#)

**251.**

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2013-02-22 · Python 2 (first AC) · Tags: brute force, implementation  
[vlad107's solution](#)

**252.**

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2013-02-22 · Python 2 (first AC) · Tags: implementation, sortings  
[vlad107's solution](#)

**253.**

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 1100 · first AC: 2013-02-19 · Python 2 (first AC) · Tags: brute force, implementation  
[vlad107's solution](#)

**254.**

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2013-02-01 · FPC (first AC) · Tags: geometry, implementation, math  
[vlad107's solution](#)

**255.**

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2013-01-09 · Delphi (first AC) · Tags: greedy, implementation, sortings  
[vlad107's solution](#)

**256.**

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1100 · first AC: 2013-01-01 · FPC (first AC) · Tags: greedy  
[vlad107's solution](#)

**257.**

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2012-12-24 · FPC (first AC) · Tags: brute force, implementation  
[vlad107's solution](#)

**258.**

259C

[Little Elephant and Bits](#) · [Tutorial](#)

Rating: 1100 · first AC: 2012-12-24 · FPC (first AC) · Tags: greedy, strings  
[vlad107's solution](#)

**259.**

258A

[Little Elephant and Bits](#) · [Tutorial](#)

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2012-12-22 · FPC (first AC) · Tags: greedy, math  
[vlad107's solution](#)

**260.**

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,521 global accepts · Rating: 1100 · first AC: 2012-11-22 · FPC (first AC) · Tags: implementation, strings  
[vlad107's solution](#)

**261.**

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,439 global accepts · Rating: 1100 · first AC: 2012-10-07 · FPC (first AC) · Tags: implementation  
[vlad107's solution](#)

**262.**

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1100 · first AC: 2012-10-02 · FPC (first AC) · Tags: constructive algorithms, greedy  
[vlad107's solution](#)

**263.**

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,289 global accepts · Rating: 1100 · first AC: 2012-09-19 · FPC (first AC) · Tags: brute force, geometry, math  
[vlad107's solution](#)

**264.**

188D

[Asterisks](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 1100 · first AC: 2012-09-01 · Roco (first AC) · Tags: \*special, implementation  
[vlad107's solution](#)

**265.**

188A

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

Quality: 848 global accepts · Rating: 1100 · first AC: 2012-09-01 · Roco (first AC) · Tags: \*special  
[vlad107's solution](#)

**266.**

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2012-08-28 · Delphi (first AC) · Tags: implementation  
[vlad107's solution](#)

**267.**

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,532 global accepts · Rating: 1100 · first AC: 2012-08-28 · Delphi (first AC) · Tags: brute force, constructive algorithms, implementation  
[vlad107's solution](#)

**268.**

197C

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

Rating: 1100 · first AC: 2012-08-10 · FPC (first AC) · Tags: greedy, implementation, sortings, strings  
[vlad107's solution](#)

**269.**

192B

[Walking in the Rain](#) · [Tutorial](#)

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2012-07-19 · Python 2 (first AC) · Tags: brute force, implementation  
[vlad107's solution](#)

**270.**

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2012-07-19 · Python 2 (first AC) · Tags: greedy, math  
[vlad107's solution](#)

**271.**

196A

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

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-06-12 · FPC (first AC) · Tags: greedy, strings  
[vlad107's solution](#)

**272.**

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2012-05-05 · FPC (first AC) · Tags: implementation, strings  
[vlad107's solution](#)

**273.**

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 1100 · first AC: 2012-04-28 · FPC (first AC) · Tags: greedy  
[vlad107's solution](#)

**274.**

174A

[Problem About Equation](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 1100 · first AC: 2012-04-25 · FPC (first AC) · Tags: math  
[vlad107's solution](#)

**275.**

169B

[Replacing Digits](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1100 · first AC: 2012-04-22 · FPC (first AC) · Tags: greedy  
[vlad107's solution](#)

**276.**

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,004 global accepts · Rating: 1100 · first AC: 2012-04-22 · FPC (first AC) · Tags: binary search, implementation, sortings  
[vlad107's solution](#)

**277.**

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2012-04-22 · FPC (first AC) · Tags: greedy, sortings  
[vlad107's solution](#)

**278.**

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2012-04-22 · FPC (first AC) · Tags: greedy, sortings  
[vlad107's solution](#)

**279.**

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 1100 · first AC: 2012-03-18 · FPC (first AC) · Tags: \*special, greedy, sortings  
[vlad107's solution](#)

**280.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,826 global accepts · Rating: 1100 · first AC: 2012-03-04 · FPC (first AC) · Tags: \*special, greedy, implementation  
[vlad107's solution](#)

**281.**

122C

[Lucky Sum](#) · [Tutorial](#)

Rating: 1100 · first AC: 2011-12-27 · FPC (first AC) · Tags: brute force, math  
[vlad107's solution](#)

**282.**

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,329 global accepts · Rating: 1100 · first AC: 2011-12-26 · FPC (first AC) · Tags: implementation, math  
[vlad107's solution](#)

**283.**

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,614 global accepts · Rating: 1100 · first AC: 2011-11-06 · FPC (first AC) · Tags: greedy, implementation  
[vlad107's solution](#)

**284.**

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2011-10-27 · FPC (first AC) · Tags: implementation  
[vlad107's solution](#)

**285.**

120C

[Winnie-the-Pooh and honey](#) · [Tutorial](#)

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2011-10-18 · FPC (first AC) · Tags: implementation, math  
[vlad107's solution](#)

**286.**

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2011-10-18 · FPC (first AC) · Tags: implementation  
[vlad107's solution](#)

**287.**

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2011-08-29 · FPC (first AC) · Tags: constructive algorithms, strings  
[vlad107's solution](#)

**288.**

104B

[Testing Pants for Sadness](#) · [Tutorial](#)

Rating: 1100 · first AC: 2011-08-27 · FPC (first AC) · Tags: math  
[vlad107's solution](#)

**289.**

103A

[Testing Pants for Sadness](#) · [Tutorial](#)

Quality: 6,573 global accepts · Rating: 1100 · first AC: 2011-08-27 · FPC (first AC) · Tags: greedy, implementation, math  
[vlad107's solution](#)

**290.**

90B

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

Quality: 5,717 global accepts · Rating: 1100 · first AC: 2011-06-16 · FPC (first AC) · Tags: implementation, strings  
[vlad107's solution](#)

**291.**

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2011-05-06 · last AC: 2011-05-24 · FPC (first AC) · Tags: implementation, math  
[vlad107's solution](#)

**292.**

68A

[Irrational problem](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2011-03-18 · FPC (first AC) · Tags: implementation, number theory  
[vlad107's solution](#)

**293.**

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2011-03-10 · FPC (first AC) · Tags: brute force, implementation  
[vlad107's solution](#)

**294.**

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2011-01-07 · FPC (first AC) · Tags: brute force, constructive algorithms  
[vlad107's solution](#)

**295.**

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1100 · first AC: 2011-01-07 · FPC (first AC) · Tags: implementation  
[vlad107's solution](#)

**296.**

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2010-12-05 · FPC (first AC) · Tags: implementation  
[vlad107's solution](#)

**297.**

43B

[Letter](#) · [Tutorial](#)

Quality: 20,488 global accepts · Rating: 1100 · first AC: 2010-11-29 · last AC: 2010-11-30 · FPC (first AC) · Tags: implementation, strings  
[vlad107's solution](#)

**298.**

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,665 global accepts · Rating: 1100 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: math  
[vlad107's solution](#)

**299.**

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2010-08-02 · last AC: 2010-11-18 · GNU C++ (first AC) · Tags: implementation  
[vlad107's solution](#)

**300.**

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1100 · first AC: 2010-04-29 · FPC (first AC) · Tags: greedy, implementation, sortings  
[vlad107's solution](#)

**301.**

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,670 global accepts · Rating: 1100 · first AC: 2010-04-29 · FPC (first AC) · Tags: implementation, sortings  
[vlad107's solution](#)

**302.**

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2010-06-07 · last AC: 2010-11-10 · FPC (first AC) · Tags: implementation  
[vlad107's solution](#)

**303.**

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[vlad107's solution](#)

**304.**

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[vlad107's solution](#)

**305.**

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[vlad107's solution](#)

**306.**

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[vlad107's solution](#)

**307.**

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,132 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[vlad107's solution](#)

**308.**

1002D1

[Oracle for  \$f\(x\) = b \* x \bmod 2\$](#)  · [Tutorial](#)

Quality: 418 global accepts · Rating: 1200 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special

[vlad107's solution](#)

**309.**

1001H

[Oracle for  \$f\(x\) = \text{parity of the number of 1s in } x\$](#)  · [Tutorial](#)

Quality: 546 global accepts · Rating: 1200 · first AC: 2018-07-01 · Q# (first AC) · Tags: \*special

[vlad107's solution](#)

**310.**

928A

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

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

[vlad107's solution](#)

**311.**

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1200 · first AC: 2015-06-24 · Python 3 (first AC) · Tags: brute force, greedy, strings

[vlad107's solution](#)

**312.**

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,072 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[vlad107's solution](#)

**313.**

546B

[Soldier and Badges](#) · [Tutorial](#)

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings

[vlad107's solution](#)

**314.**

523A

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

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: \*special, implementation

[vlad107's solution](#)

**315.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,021 global accepts · Rating: 1200 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: implementation

[vlad107's solution](#)

**316.**

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[vlad107's solution](#)

**317.**

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2013-08-30 · Python 2 (first AC) · Tags: math

[vlad107's solution](#)

**318.**

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2013-06-08 · Python 2 (first AC) · Tags: implementation

[vlad107's solution](#)

**319.**

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2013-06-07 · FPC (first AC) · Tags: brute force, greedy, implementation

[vlad107's solution](#)

**320.**

302B

[Eugeny and Play List](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2013-06-07 · FPC (first AC) · Tags: binary search, implementation, two pointers

[vlad107's solution](#)

**321.**

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2013-06-07 · FPC (first AC) · Tags: brute force, math

[vlad107's solution](#)

**322.**

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-04-23 · FPC (first AC) · Tags: graphs, implementation

[vlad107's solution](#)

**323.**

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2013-03-23 · Python 2 (first AC) · Tags: implementation

[vlad107's solution](#)

**324.**

285C

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

Quality: 26,334 global accepts · Rating: 1200 · first AC: 2013-03-23 · Python 2 (first AC) · Tags: greedy, implementation, sortings

[vlad107's solution](#)

**325.**

265C

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

Rating: 1200 · first AC: 2013-01-20 · FPC (first AC) · Tags: greedy, implementation

[vlad107's solution](#)

**326.**

264A

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

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2013-01-20 · FPC (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[vlad107's solution](#)

**327.**

262B

[Roma and Changing Signs](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2013-01-13 · FPC (first AC) · Tags: greedy

[vlad107's solution](#)

**328.**

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2013-01-01 · FPC (first AC) · Tags: greedy, implementation, math

[vlad107's solution](#)

**329.**

254A

[Cards with Numbers](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1200 · first AC: 2012-12-31 · last AC: 2012-12-31 · FPC (first AC) · Tags: constructive algorithms, sortings

[vlad107's solution](#)

**330.**

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2012-12-16 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**331.**

222A

[Shooshuns and Sequence](#) · [Tutorial](#)

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2012-11-02 · FPC (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

**332.**

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2012-08-28 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**333.**

218C

[Ice Skating](#) · [Tutorial](#)

Rating: 1200 · first AC: 2012-08-28 · Delphi (first AC) · Tags: dfs and similar, dsu, graphs

[vlad107's solution](#)

**334.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,336 global accepts · Rating: 1200 · first AC: 2012-08-18 · FPC (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[vlad107's solution](#)

**335.**

181C

[Trading Business](#) · [Tutorial](#)

Rating: 1200 · first AC: 2012-08-10 · FPC (first AC) · Tags: games, graph matchings, greedy

[vlad107's solution](#)

**336.**

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2012-08-10 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**337.**

194B

[Square](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1200 · first AC: 2012-07-19 · Python 2 (first AC) · Tags: math

[vlad107's solution](#)

**338.**

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2012-07-19 · Python 2 (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

**339.**

186B

[Growing Mushrooms](#) · [Tutorial](#)

Quality: 6,178 global accepts · Rating: 1200 · first AC: 2012-05-05 · FPC (first AC) · Tags: greedy, sortings

[vlad107's solution](#)

**340.**

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2012-05-03 · FPC (first AC) · Tags: greedy, sortings

[vlad107's solution](#)

**341.**

180F

[Mathematical Analysis Rocks!](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1200 · first AC: 2012-04-25 · FPC (first AC) · Tags: constructive algorithms, implementation, math

[vlad107's solution](#)

**342.**

171A

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

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2012-04-22 · FPC (first AC) · Tags: \*special, constructive algorithms

[vlad107's solution](#)

**343.**

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-04-22 · FPC (first AC) · Tags: \*special, implementation, number theory

[vlad107's solution](#)

**344.**

143B

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

Quality: 5,333 global accepts · Rating: 1200 · first AC: 2012-04-22 · FPC (first AC) · Tags: implementation, strings

[vlad107's solution](#)

**345.**

151B

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,862 global accepts · Rating: 1200 · first AC: 2012-04-22 · FPC (first AC) · Tags: implementation, strings

[vlad107's solution](#)

**346.**

177D1

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 1200 · first AC: 2012-04-21 · FPC (first AC) · Tags: brute force

[vlad107's solution](#)

**347.**

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2012-04-21 · FPC (first AC) · Tags: number theory

[vlad107's solution](#)

**348.**

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2012-01-22 · FPC (first AC) · Tags: greedy, implementation

[vlad107's solution](#)

**349.**

134A

[Average Numbers](#) · [Tutorial](#)

Quality: 4,793 global accepts · Rating: 1200 · first AC: 2011-12-26 · FPC (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

**350.**

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2011-12-26 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**351.**

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2011-12-26 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**352.**

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2011-11-15 · FPC (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[vlad107's solution](#)

**353.**

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 1200 · first AC: 2011-11-06 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**354.**

102C

[Homework](#) · [Tutorial](#)

Rating: 1200 · first AC: 2011-08-27 · FPC (first AC) · Tags: greedy

[vlad107's solution](#)

**355.**

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2011-08-14 · FPC (first AC) · Tags: brute force

[vlad107's solution](#)

**356.**

101A

[Homework](#) · [Tutorial](#)

Quality: 4,369 global accepts · Rating: 1200 · first AC: 2011-08-03 · FPC (first AC) · Tags: greedy

[vlad107's solution](#)

**357.**

88A

[Chord](#) · [Tutorial](#)

Quality: 4,089 global accepts · Rating: 1200 · first AC: 2011-06-07 · FPC (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

**358.**

80B

[Depression](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 1200 · first AC: 2011-05-15 · FPC (first AC) · Tags: geometry, math

[vlad107's solution](#)

**359.**

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,348 global accepts · Rating: 1200 · first AC: 2011-05-15 · FPC (first AC) · Tags: constructive algorithms, implementation

[vlad107's solution](#)

**360.**

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1200 · first AC: 2011-05-15 · FPC (first AC) · Tags: greedy

[vlad107's solution](#)

**361.**

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2011-03-28 · GNU C++ (first AC) · Tags: greedy, implementation

[vlad107's solution](#)

**362.**

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2011-03-16 · GNU C++ (first AC) · Tags: implementation

[vlad107's solution](#)

**363.**

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 1200 · first AC: 2011-03-15 · FPC (first AC) · Tags: implementation, number theory

[vlad107's solution](#)

**364.**

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2011-01-14 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**365.**

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2011-01-11 · FPC (first AC) · Tags: data structures, implementation

[vlad107's solution](#)

**366.**

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2011-01-07 · FPC (first AC) · Tags: strings

[vlad107's solution](#)

**367.**

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2011-01-07 · FPC (first AC) · Tags: implementation, sortings

[vlad107's solution](#)

**368.**

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2011-01-07 · FPC (first AC) · Tags: brute force, greedy

[vlad107's solution](#)

**369.**

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2011-01-07 · FPC (first AC) · Tags: constructive algorithms

[vlad107's solution](#)

**370.**

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,042 global accepts · Rating: 1200 · first AC: 2010-12-12 · FPC (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

**371.**

47B

[Coins](#) · [Tutorial](#)

Quality: 16,078 global accepts · Rating: 1200 · first AC: 2010-12-12 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**372.**

38B

[Chess](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1200 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: brute force, implementation, math  
[vlad107's solution](#)

**373.**

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2010-10-07 · GNU C++ (first AC) · Tags: greedy, implementation  
[vlad107's solution](#)

**374.**

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2010-11-25 · FPC (first AC) · Tags: implementation  
[vlad107's solution](#)

**375.**

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2010-05-29 · FPC (first AC) · Tags: implementation, sortings  
[vlad107's solution](#)

**376.**

9C

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

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2010-05-01 · FPC (first AC) · Tags: brute force, implementation, math  
[vlad107's solution](#)

**377.**

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2010-05-01 · FPC (first AC) · Tags: brute force, geometry, implementation  
[vlad107's solution](#)

**378.**

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1200 · first AC: 2010-06-07 · last AC: 2010-11-10 · FPC (first AC) · Tags: greedy, two pointers  
[vlad107's solution](#)

**379.**

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2010-11-17 · GNU C++ (first AC) · Tags: implementation, strings  
[vlad107's solution](#)

**380.**

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2010-11-01 · GNU C++ (first AC) · Tags: constructive algorithms, greedy  
[vlad107's solution](#)

**381.**

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation  
[vlad107's solution](#)

**382.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[vlad107's solution](#)

**383.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math

[vlad107's solution](#)

**384.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[vlad107's solution](#)

**385.**

1002D2

[Oracle for  \$f\(x\) = b \* x + \(1 - b\) \* \(1 - x\) \bmod 2\$](#)  · [Tutorial](#)

Quality: 390 global accepts · Rating: 1300 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special

[vlad107's solution](#)

**386.**

1002B1

[Distinguish zero state and W state](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 1300 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special

[vlad107's solution](#)

**387.**

1002A2

[Generate superposition of zero state and a basis state](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 1300 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special

[vlad107's solution](#)

**388.**

1001F

[Distinguish multi-qubit basis states](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 1300 · first AC: 2018-07-01 · Q# (first AC) · Tags: \*special

[vlad107's solution](#)

**389.**

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vlad107's solution](#)

**390.**

770B

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

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-12 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, math

[vlad107's solution](#)

**391.**

626B

[Cards](#) · [Tutorial](#)

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

[vlad107's solution](#)

**392.**

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[vlad107's solution](#)

**393.**

545D

[Queue](#) · [Tutorial](#)

Quality: 29,518 global accepts · Rating: 1300 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[vlad107's solution](#)

**394.**

39H

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

Quality: 3,125 global accepts · Rating: 1300 · first AC: 2010-10-24 · last AC: 2013-08-16 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**395.**

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2013-07-21 · Python 3 (first AC) · Tags: constructive algorithms, graphs

[vlad107's solution](#)

**396.**

124C

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

Rating: 1300 · first AC: 2013-07-01 · FPC (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, number theory, sortings, strings

[vlad107's solution](#)

**397.**

318B

[Strings of Power](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1300 · first AC: 2013-06-30 · Python 2 (first AC) · Tags: implementation, strings, two pointers

[vlad107's solution](#)

**398.**

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,659 global accepts · Rating: 1300 · first AC: 2013-06-07 · FPC (first AC) · Tags: greedy, implementation

[vlad107's solution](#)

**399.**

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2013-06-07 · FPC (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

**400.**

304C

[Lucky Permutation Triple](#) · [Tutorial](#)

Rating: 1300 · first AC: 2013-06-07 · FPC (first AC) · Tags: constructive algorithms

[vlad107's solution](#)

**401.**

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2013-06-07 · FPC (first AC) · Tags: math, probabilities

[vlad107's solution](#)

**402.**

312C

[The Closest Pair](#) · [Tutorial](#)

Rating: 1300 · first AC: 2013-06-07 · FPC (first AC) · Tags: constructive algorithms

[vlad107's solution](#)

**403.**

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2013-05-26 · FPC (first AC) · Tags: constructive algorithms, implementation

[vlad107's solution](#)

**404.**

303A

[Lucky Permutation Triple](#) · [Tutorial](#)

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2013-05-12 · FPC (first AC) · Tags: constructive algorithms, implementation, math

[vlad107's solution](#)

**405.**

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-17 · last AC: 2013-04-17 · FPC (first AC) · Tags: \*special, implementation, strings

[vlad107's solution](#)

**406.**

289C

[Polo the Penguin and Strings](#) · [Tutorial](#)

Rating: 1300 · first AC: 2013-04-02 · FPC (first AC) · Tags: constructive algorithms, implementation

[vlad107's solution](#)

**407.**

288A

[Polo the Penguin and Strings](#) · [Tutorial](#)

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-04-02 · FPC (first AC) · Tags: greedy

[vlad107's solution](#)

**408.**

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2013-03-23 · Python 2 (first AC) · Tags: games, greedy

[vlad107's solution](#)

**409.**

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,343 global accepts · Rating: 1300 · first AC: 2013-02-22 · Python 2 (first AC) · Tags: binary search, combinatorics, two pointers

[vlad107's solution](#)

**410.**

252C

[Points on Line](#) · [Tutorial](#)

Rating: 1300 · first AC: 2013-02-22 · Python 2 (first AC) · Tags: binary search, combinatorics, two pointers

[vlad107's solution](#)

**411.**

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,459 global accepts · Rating: 1300 · first AC: 2013-02-19 · Python 2 (first AC) · Tags: binary search, brute force, math, number theory

[vlad107's solution](#)

**412.**

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 1300 · first AC: 2013-01-09 · Delphi (first AC) · Tags: games, greedy, implementation

[vlad107's solution](#)

**413.**

239C

[Not Wool Sequences](#) · [Tutorial](#)

Rating: 1300 · first AC: 2013-01-01 · FPC (first AC) · Tags: combinatorics, constructive algorithms, math

[vlad107's solution](#)

**414.**

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2013-01-01 · FPC (first AC) · Tags: constructive algorithms, math

[vlad107's solution](#)

**415.**

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1300 · first AC: 2012-11-21 · FPC (first AC) · Tags: greedy, math

[vlad107's solution](#)

**416.**

222B

[Cosmic Tables](#) · [Tutorial](#)

Quality: 6,567 global accepts · Rating: 1300 · first AC: 2012-11-02 · FPC (first AC) · Tags: data structures, implementation

[vlad107's solution](#)

**417.**

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · FPC (first AC) · Tags: greedy

[vlad107's solution](#)

**418.**

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2012-10-22 · Java 7 (first AC) · Tags: implementation, number theory

[vlad107's solution](#)

**419.**

227A

[Where do I Turn?](#) · [Tutorial](#)

Quality: 4,585 global accepts · Rating: 1300 · first AC: 2012-10-07 · FPC (first AC) · Tags: geometry

[vlad107's solution](#)

**420.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,825 global accepts · Rating: 1300 · first AC: 2012-10-01 · FPC (first AC) · Tags: binary search, implementation, math, number theory

[vlad107's solution](#)

**421.**

188B

[A + Reverse B](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 1300 · first AC: 2012-09-01 · Roco (first AC) · Tags: \*special, implementation

[vlad107's solution](#)

**422.**

221B

[Little Elephant and Numbers](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 1300 · first AC: 2012-08-31 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**423.**

221C

[Little Elephant and Problem](#) · [Tutorial](#)

Rating: 1300 · first AC: 2012-08-31 · FPC (first AC) · Tags: sortings

[vlad107's solution](#)

**424.**

220A

[Little Elephant and Problem](#) · [Tutorial](#)

Quality: 13,118 global accepts · Rating: 1300 · first AC: 2012-08-31 · FPC (first AC) · Tags: implementation, sortings

[vlad107's solution](#)

**425.**

186C

[Plant](#) · [Tutorial](#)

Rating: 1300 · first AC: 2012-08-10 · FPC (first AC) · Tags: dp, math, matrices, number theory

[vlad107's solution](#)

**426.**

215B

[Olympic Medal](#) · [Tutorial](#)

Quality: 5,977 global accepts · Rating: 1300 · first AC: 2012-08-06 · FPC (first AC) · Tags: greedy, math

[vlad107's solution](#)

**427.**

195B

[After Training](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 1300 · first AC: 2012-07-19 · Python 2 (first AC) · Tags: data structures, implementation, math

[vlad107's solution](#)

**428.**

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1300 · first AC: 2012-07-19 · Python 2 (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

**429.**

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2012-07-19 · Python 2 (first AC) · Tags: binary search, brute force, implementation

[vlad107's solution](#)

**430.**

189B

[Counting Rhombi](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1300 · first AC: 2012-05-13 · FPC (first AC) · Tags: brute force, math

[vlad107's solution](#)

**431.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,879 global accepts · Rating: 1300 · first AC: 2012-05-13 · FPC (first AC) · Tags: brute force, dp

[vlad107's solution](#)

**432.**

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2012-05-05 · FPC (first AC) · Tags: math

[vlad107's solution](#)

**433.**

181B

[Number of Triplets](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1300 · first AC: 2012-04-25 · FPC (first AC) · Tags: binary search, brute force

[vlad107's solution](#)

**434.**

147A

[Punctuation](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1300 · first AC: 2012-04-23 · FPC (first AC) · Tags: implementation, strings

[vlad107's solution](#)

**435.**

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2012-04-22 · FPC (first AC) · Tags: \*special, brute force

[vlad107's solution](#)

**436.**

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2012-04-22 · FPC (first AC) · Tags: \*special, combinatorics

[vlad107's solution](#)

**437.**

173A

[Rock-Paper-Scissors](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-22 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**438.**

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2012-04-22 · FPC (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

**439.**

152B

[Steps](#) · [Tutorial](#)

Quality: 7,388 global accepts · Rating: 1300 · first AC: 2012-04-22 · FPC (first AC) · Tags: binary search, implementation

[vlad107's solution](#)

**440.**

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1300 · first AC: 2012-04-22 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**441.**

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,475 global accepts · Rating: 1300 · first AC: 2012-03-11 · FPC (first AC) · Tags: binary search, brute force, greedy, two pointers

[vlad107's solution](#)

**442.**

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-04 · FPC (first AC) · Tags: \*special, brute force, number theory

[vlad107's solution](#)

**443.**

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2011-09-23 · last AC: 2011-12-27 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**444.**

132A

[Turing Tape](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1300 · first AC: 2011-12-26 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**445.**

133C

[Turing Tape](#) · [Tutorial](#)

Rating: 1300 · first AC: 2011-12-26 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**446.**

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2011-12-26 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[vlad107's solution](#)

**447.**

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2011-11-03 · FPC (first AC) · Tags: implementation, number theory, strings

[vlad107's solution](#)

**448.**

99B

[Help Chef Gerasim](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1300 · first AC: 2011-08-14 · FPC (first AC) · Tags: implementation, sortings

[vlad107's solution](#)

**449.**

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2011-07-20 · FPC (first AC) · Tags: graphs, implementation, math

[vlad107's solution](#)

**450.**

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,106 global accepts · Rating: 1300 · first AC: 2011-07-13 · FPC (first AC) · Tags: binary search, bitmasks, brute force

[vlad107's solution](#)

**451.**

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2011-06-23 · FPC (first AC) · Tags: greedy

[vlad107's solution](#)

**452.**

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2011-06-11 · FPC (first AC) · Tags: constructive algorithms, implementation

[vlad107's solution](#)

**453.**

39B

[Company Income Growth](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1300 · first AC: 2010-10-24 · last AC: 2011-05-24 · FPC (first AC) · Tags: greedy

[vlad107's solution](#)

**454.**

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2011-05-15 · FPC (first AC) · Tags: math

[vlad107's solution](#)

**455.**

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1300 · first AC: 2011-05-15 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**456.**

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2011-05-15 · FPC (first AC) · Tags: math

[vlad107's solution](#)

**457.**

84B

[Magical Array](#) · [Tutorial](#)

Rating: 1300 · first AC: 2011-05-13 · FPC (first AC) · Tags: combinatorics, implementation

[vlad107's solution](#)

**458.**

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2011-03-13 · Delphi (first AC) · Tags: strings

[vlad107's solution](#)

**459.**

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1300 · first AC: 2011-03-10 · FPC (first AC) · Tags: implementation, strings

[vlad107's solution](#)

**460.**

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,773 global accepts · Rating: 1300 · first AC: 2011-02-25 · FPC (first AC) · Tags: greedy, math

[vlad107's solution](#)

**461.**

64A

[Factorial](#) · [Tutorial](#)

Quality: 4,247 global accepts · Rating: 1300 · first AC: 2011-02-21 · Tcl (first AC) · Tags: \*special, implementation

[vlad107's solution](#)

**462.**

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1300 · first AC: 2011-02-19 · FPC (first AC) · Tags: implementation, two pointers

[vlad107's solution](#)

**463.**

58B

[Coins](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1300 · first AC: 2011-02-02 · Delphi (first AC) · Tags: greedy

[vlad107's solution](#)

**464.**

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 1300 · first AC: 2011-01-25 · FPC (first AC) · Tags: dfs and similar, greedy, implementation

[vlad107's solution](#)

**465.**

56B

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

Quality: 4,024 global accepts · Rating: 1300 · first AC: 2011-01-21 · last AC: 2011-01-21 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**466.**

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2011-01-11 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**467.**

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2011-01-10 · FPC (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[vlad107's solution](#)

**468.**

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1300 · first AC: 2011-01-07 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**469.**

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2011-01-07 · FPC (first AC) · Tags: expression parsing, implementation, sortings, strings

[vlad107's solution](#)

**470.**

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2011-01-07 · FPC (first AC) · Tags: constructive algorithms, geometry, implementation, math

[vlad107's solution](#)

**471.**

51A

[Cheaterius's Problem](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2010-12-28 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**472.**

43C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1300 · first AC: 2010-11-29 · last AC: 2010-11-30 · FPC (first AC) · Tags: greedy

[vlad107's solution](#)

**473.**

41C

[Email address](#) · [Tutorial](#)

Quality: 4,195 global accepts · Rating: 1300 · first AC: 2010-11-09 · GNU C++ (first AC) · Tags: expression parsing, implementation

[vlad107's solution](#)

**474.**

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1300 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: implementation

[vlad107's solution](#)

**475.**

39F

[Pacifist frogs](#) · [Tutorial](#)

Quality: 1,962 global accepts · Rating: 1300 · first AC: 2010-10-24 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**476.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,877 global accepts · Rating: 1300 · first AC: 2010-08-02 · last AC: 2010-11-18 · GNU C++ (first AC) · Tags: brute force

[vlad107's solution](#)

**477.**

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,144 global accepts · Rating: 1300 · first AC: 2010-11-01 · GNU C++ (first AC) · Tags: data structures, hashing, implementation

[vlad107's solution](#)

**478.**

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[vlad107's solution](#)

**479.**

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[vlad107's solution](#)

**480.**

802J1

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

Quality: 6,534 global accepts · Rating: 1400 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[vlad107's solution](#)

**481.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[vlad107's solution](#)

**482.**

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[vlad107's solution](#)

**483.**

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[vlad107's solution](#)

**484.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,301 global accepts · Rating: 1400 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[vlad107's solution](#)

**485.**

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[vlad107's solution](#)

**486.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[vlad107's solution](#)

**487.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[vlad107's solution](#)

**488.**

1001G

[Oracle for  \$f\(x\) = k\$ -th element of  \$x\$](#)  · [Tutorial](#)

Quality: 552 global accepts · Rating: 1400 · first AC: 2018-07-01 · Q# (first AC) · Tags: \*special

[vlad107's solution](#)

**489.**

1001D

[Distinguish plus state and minus state](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 1400 · first AC: 2018-07-01 · Q# (first AC) · Tags: \*special

[vlad107's solution](#)

**490.**

1001C

[Generate GHZ state](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1400 · first AC: 2018-07-01 · Q# (first AC) · Tags: \*special

[vlad107's solution](#)

**491.**

1001B

[Generate Bell state](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 1400 · first AC: 2018-06-30 · Q# (first AC) · Tags: \*special

[vlad107's solution](#)

**492.**

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dp  
[vlad107's solution](#)

**493.**

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-12 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation  
[vlad107's solution](#)

**494.**

668A

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

Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation  
[vlad107's solution](#)

**495.**

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math  
[vlad107's solution](#)

**496.**

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2015-06-06 · Python 2 (first AC) · Tags: constructive algorithms, implementation  
[vlad107's solution](#)

**497.**

550B

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

Quality: 27,450 global accepts · Rating: 1400 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force  
[vlad107's solution](#)

**498.**

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2015-05-26 · Python 3 (first AC) · Tags: brute force, dp, greedy, implementation  
[vlad107's solution](#)

**499.**

546C

[Soldier and Cards](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, games  
[vlad107's solution](#)

**500.**

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: \*special, greedy  
[vlad107's solution](#)

**501.**

516A

[Brazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp, greedy, implementation, math  
[vlad107's solution](#)

**502.**

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force  
[vlad107's solution](#)

**503.**

436B

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

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: implementation, math  
[vlad107's solution](#)

**504.**

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, sortings  
[vlad107's solution](#)

**505.**

386B

[Fly, freebies, fly!](#) · [Tutorial](#)

Quality: 2,528 global accepts · Rating: 1400 · first AC: 2014-01-16 · GNU C++ (first AC) · Tags: binary search, brute force, implementation  
[vlad107's solution](#)

**506.**

379C

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

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings  
[vlad107's solution](#)

**507.**

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2013-08-17 · Python 2 (first AC) · Tags: greedy, math, number theory  
[vlad107's solution](#)

**508.**

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2010-11-13 · last AC: 2013-08-16 · FPC (first AC) · Tags: greedy  
[vlad107's solution](#)

**509.**

331A1

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 1400 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: brute force, implementation  
[vlad107's solution](#)

**510.**

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-13 · Python 2 (first AC) · Tags: math  
[vlad107's solution](#)

**511.**

315A

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

Quality: 12,294 global accepts · Rating: 1400 · first AC: 2013-06-08 · Python 2 (first AC) · Tags: brute force  
[vlad107's solution](#)

**512.**

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2013-06-07 · Python 2 (first AC) · Tags: math, number theory  
[vlad107's solution](#)

**513.**

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,942 global accepts · Rating: 1400 · first AC: 2013-06-07 · FPC (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[vlad107's solution](#)

**514.**

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2013-04-12 · FPC (first AC) · Tags: binary search, brute force, math  
[vlad107's solution](#)

**515.**

296C

[Greg and Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2013-04-12 · Python 2 (first AC) · Tags: data structures, dp, implementation  
[vlad107's solution](#)

**516.**

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2013-04-12 · Python 2 (first AC) · Tags: data structures, implementation  
[vlad107's solution](#)

**517.**

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2013-04-05 · Python 2 (first AC) · Tags: dfs and similar, dsu  
[vlad107's solution](#)

**518.**

278C

[Learning Languages](#) · [Tutorial](#)

Rating: 1400 · first AC: 2013-04-05 · Python 2 (first AC) · Tags: dsu  
[vlad107's solution](#)

**519.**

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2013-04-02 · Python 2 (first AC) · Tags: brute force, dp, implementation, sortings, ternary search  
[vlad107's solution](#)

**520.**

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: \*special, implementation  
[vlad107's solution](#)

**521.**

290A

[Mysterious strings](#) · [Tutorial](#)

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · FPC (first AC) · Tags: \*special, implementation  
[vlad107's solution](#)

**522.**

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,917 global accepts · Rating: 1400 · first AC: 2013-03-23 · Python 2 (first AC) · Tags: brute force, geometry, implementation  
[vlad107's solution](#)

**523.**

284A

[Cows and Primitive Roots](#) · [Tutorial](#)

Quality: 7,346 global accepts · Rating: 1400 · first AC: 2013-03-23 · Python 2 (first AC) · Tags: implementation, math, number theory  
[vlad107's solution](#)

**524.**

287C

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

Rating: 1400 · first AC: 2013-03-23 · FPC (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[vlad107's solution](#)

**525.**

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2013-03-23 · FPC (first AC) · Tags: constructive algorithms, math  
[vlad107's solution](#)

**526.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,431 global accepts · Rating: 1400 · first AC: 2013-03-12 · Python 2 (first AC) · Tags: binary search, brute force, implementation, two pointers  
[vlad107's solution](#)

**527.**

272B

[Dima and Sequence](#) · [Tutorial](#)

Quality: 4,289 global accepts · Rating: 1400 · first AC: 2013-02-18 · GNU C++ (first AC) · Tags: implementation, math  
[vlad107's solution](#)

**528.**

270B

[Multithreading](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 1400 · first AC: 2013-02-01 · FPC (first AC) · Tags: data structures, greedy, implementation  
[vlad107's solution](#)

**529.**

262C

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

Rating: 1400 · first AC: 2013-01-13 · FPC (first AC) · Tags: greedy, sortings  
[vlad107's solution](#)

**530.**

261A

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

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2013-01-13 · FPC (first AC) · Tags: greedy, sortings  
[vlad107's solution](#)

**531.**

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,373 global accepts · Rating: 1400 · first AC: 2013-01-01 · FPC (first AC) · Tags: binary search, dp, sortings, two pointers  
[vlad107's solution](#)

**532.**

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,586 global accepts · Rating: 1400 · first AC: 2012-12-27 · FPC (first AC) · Tags: implementation, math  
[vlad107's solution](#)

**533.**

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2012-11-22 · FPC (first AC) · Tags: greedy, implementation  
[vlad107's solution](#)

**534.**

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2012-10-05 · FPC (first AC) · Tags: math  
[vlad107's solution](#)

**535.**

227C

[Flying Saucer Segments](#) · [Tutorial](#)

Rating: 1400 · first AC: 2012-10-05 · FPC (first AC) · Tags: math  
[vlad107's solution](#)

**536.**

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 1400 · first AC: 2012-10-01 · FPC (first AC) · Tags: brute force, implementation  
[vlad107's solution](#)

**537.**

188F

[Binary Notation](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1400 · first AC: 2012-09-01 · Roco (first AC) · Tags: \*special, implementation  
[vlad107's solution](#)

**538.**

188E

[HQ9+](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 1400 · first AC: 2012-09-01 · Roco (first AC) · Tags: \*special, implementation  
[vlad107's solution](#)

**539.**

188C

[LCM](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 1400 · first AC: 2012-09-01 · Roco (first AC) · Tags: \*special, implementation, math  
[vlad107's solution](#)

**540.**

219B

[Special Offer! Super Price 999 Bourles!](#) · [Tutorial](#)

Quality: 6,150 global accepts · Rating: 1400 · first AC: 2012-08-28 · Delphi (first AC) · Tags: implementation  
[vlad107's solution](#)

**541.**

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2012-08-11 · FPC (first AC) · Tags: shortest paths  
[vlad107's solution](#)

**542.**

199D

[Jumping on Walls](#) · [Tutorial](#)

Rating: 1400 · first AC: 2012-08-11 · FPC (first AC) · Tags: dfs and similar, shortest paths  
[vlad107's solution](#)

**543.**

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2012-07-19 · Python 2 (first AC) · Tags: greedy, sortings  
[vlad107's solution](#)

**544.**

205B

[Little Elephant and Sorting](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1400 · first AC: 2012-07-19 · Python 2 (first AC) · Tags: brute force, greedy  
[vlad107's solution](#)

**545.**

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2012-07-19 · Python 2 (first AC) · Tags: math  
[vlad107's solution](#)

**546.**

174B

[File List](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1400 · first AC: 2012-05-02 · FPC (first AC) · Tags: dp, greedy, implementation  
[vlad107's solution](#)

**547.**

175B

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

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2012-04-28 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**548.**

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2012-04-25 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

**549.**

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2012-04-24 · FPC (first AC) · Tags: brute force, hashing, implementation, math, strings

[vlad107's solution](#)

**550.**

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1400 · first AC: 2012-04-23 · FPC (first AC) · Tags: games, math, number theory

[vlad107's solution](#)

**551.**

175A

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

Quality: 2,550 global accepts · Rating: 1400 · first AC: 2012-04-23 · FPC (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

**552.**

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,638 global accepts · Rating: 1400 · first AC: 2012-04-22 · FPC (first AC) · Tags: combinatorics

[vlad107's solution](#)

**553.**

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2012-04-22 · FPC (first AC) · Tags: geometry, math

[vlad107's solution](#)

**554.**

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2012-03-18 · FPC (first AC) · Tags: \*special, greedy, implementation

[vlad107's solution](#)

**555.**

159C

[String Manipulation 1.0](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2012-03-18 · Delphi (first AC) · Tags: \*special, binary search, brute force, data structures, strings

[vlad107's solution](#)

**556.**

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,391 global accepts · Rating: 1400 · first AC: 2012-03-04 · FPC (first AC) · Tags: \*special, data structures, implementation

[vlad107's solution](#)

**557.**

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2011-12-26 · FPC (first AC) · Tags: combinatorics, math

[vlad107's solution](#)

**558.**

125A

[Measuring Lengths in Baden](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 1400 · first AC: 2011-11-08 · FPC (first AC) · Tags: math

[vlad107's solution](#)

**559.**

111A

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

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2011-11-08 · FPC (first AC) · Tags: greedy

[vlad107's solution](#)

**560.**

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2011-11-06 · FPC (first AC) · Tags: brute force, combinatorics, implementation

[vlad107's solution](#)

**561.**

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2011-10-18 · FPC (first AC) · Tags: games, math

[vlad107's solution](#)

**562.**

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2011-10-18 · FPC (first AC) · Tags: dp, greedy, trees

[vlad107's solution](#)

**563.**

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2011-10-18 · FPC (first AC) · Tags: brute force

[vlad107's solution](#)

**564.**

108C

[Dorm Water Supply](#) · [Tutorial](#)

Rating: 1400 · first AC: 2011-08-27 · FPC (first AC) · Tags: dfs and similar, graphs, implementation

[vlad107's solution](#)

**565.**

108B

[Datatypes](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 1400 · first AC: 2011-08-27 · FPC (first AC) · Tags: math, sortings

[vlad107's solution](#)

**566.**

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2011-08-24 · FPC (first AC) · Tags: dfs and similar, graphs

[vlad107's solution](#)

**567.**

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,141 global accepts · Rating: 1400 · first AC: 2010-06-24 · last AC: 2011-06-03 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**568.**

80C

[Heroes](#) · [Tutorial](#)

Rating: 1400 · first AC: 2011-05-15 · FPC (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

**569.**

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2011-05-15 · FPC (first AC) · Tags: implementation, sortings  
[vlad107's solution](#)

**570.**

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,897 global accepts · Rating: 1400 · first AC: 2011-05-15 · FPC (first AC) · Tags: implementation  
[vlad107's solution](#)

**571.**

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2011-04-19 · FPC (first AC) · Tags: brute force, implementation  
[vlad107's solution](#)

**572.**

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2011-02-19 · FPC (first AC) · Tags: dfs and similar, dsu  
[vlad107's solution](#)

**573.**

8B

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

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2011-01-10 · FPC (first AC) · Tags: constructive algorithms, graphs, implementation  
[vlad107's solution](#)

**574.**

26B

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

Quality: 25,854 global accepts · Rating: 1400 · first AC: 2011-01-07 · FPC (first AC) · Tags: greedy  
[vlad107's solution](#)

**575.**

42A

[Guilty --- to the kitchen!](#) · [Tutorial](#)

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2010-11-18 · last AC: 2010-11-23 · FPC (first AC) · Tags: greedy, implementation  
[vlad107's solution](#)

**576.**

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2010-11-09 · GNU C++ (first AC) · Tags: brute force  
[vlad107's solution](#)

**577.**

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: dp  
[vlad107's solution](#)

**578.**

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,561 global accepts · Rating: 1400 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: brute force  
[vlad107's solution](#)

**579.**

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1400 · first AC: 2010-09-24 · FPC (first AC) · Tags: brute force, math  
[vlad107's solution](#)

**580.**

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 1400 · first AC: 2010-07-26 · FPC (first AC) · Tags: graphs

[vlad107's solution](#)

**581.**

2060E

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

Quality: 12,252 global accepts · Rating: 1500 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[vlad107's solution](#)

**582.**

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[vlad107's solution](#)

**583.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[vlad107's solution](#)

**584.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[vlad107's solution](#)

**585.**

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[vlad107's solution](#)

**586.**

1002E1

[Bernstein-Vazirani algorithm](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1500 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special

[vlad107's solution](#)

**587.**

1002A3

[Generate superposition of two basis states](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 1500 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special

[vlad107's solution](#)

**588.**

771A

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

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[vlad107's solution](#)

**589.**

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2017-03-12 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, graphs, implementation

[vlad107's solution](#)

**590.**

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[vlad107's solution](#)

**591.**

587A

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

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[vlad107's solution](#)

**592.**

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-06-30 · last AC: 2015-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, sortings

[vlad107's solution](#)

**593.**

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: implementation

[vlad107's solution](#)

**594.**

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[vlad107's solution](#)

**595.**

550C

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

Quality: 32,137 global accepts · Rating: 1500 · first AC: 2015-06-04 · last AC: 2015-06-05 · GNU C++11 (first AC) · Tags: brute force, dp, math

[vlad107's solution](#)

**596.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,642 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[vlad107's solution](#)

**597.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,869 global accepts · Rating: 1500 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: dp, greedy

[vlad107's solution](#)

**598.**

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: binary search, data structures, implementation

[vlad107's solution](#)

**599.**

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, implementation

[vlad107's solution](#)

**600.**

523B

[Mean Requests](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 1500 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: \*special, implementation

[vlad107's solution](#)

**601.**

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: greedy, math

[vlad107's solution](#)

**602.**

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[vlad107's solution](#)

**603.**

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: greedy

[vlad107's solution](#)

**604.**

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: greedy

[vlad107's solution](#)

**605.**

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2014-08-20 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory

[vlad107's solution](#)

**606.**

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: greedy

[vlad107's solution](#)

**607.**

409H

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

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2014-04-01 · Python 2 (first AC) · Tags: \*special, brute force, constructive algorithms, dsu, implementation

[vlad107's solution](#)

**608.**

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[vlad107's solution](#)

**609.**

345A

[Expecting Trouble](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 1500 · first AC: 2013-09-13 · Ada (first AC) · Tags: \*special, probabilities

[vlad107's solution](#)

**610.**

341B

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

Rating: 1500 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[vlad107's solution](#)

**611.**

330D

[Biridian Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: dfs and similar, implementation, shortest paths

[vlad107's solution](#)

**612.**

330C

[Purification](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: matrices

[vlad107's solution](#)

**613.**

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[vlad107's solution](#)

**614.**

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[vlad107's solution](#)

**615.**

331A2

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: data structures, sortings

[vlad107's solution](#)

**616.**

320B

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

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2013-06-30 · Python 2 (first AC) · Tags: dfs and similar, graphs

[vlad107's solution](#)

**617.**

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-13 · FPC (first AC) · Tags: brute force, dfs and similar

[vlad107's solution](#)

**618.**

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2013-06-07 · FPC (first AC) · Tags: constructive algorithms, greedy

[vlad107's solution](#)

**619.**

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2013-04-30 · FPC (first AC) · Tags: brute force, dfs and similar, graphs

[vlad107's solution](#)

**620.**

299C

[Weird Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-04-23 · FPC (first AC) · Tags: games, greedy

[vlad107's solution](#)

**621.**

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2013-04-22 · FPC (first AC) · Tags: games, greedy

[vlad107's solution](#)

**622.**

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2013-03-23 · last AC: 2013-04-17 · Python 2 (first AC) · Tags: greedy, math

[vlad107's solution](#)

**623.**

237B

[Young Table](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 1500 · first AC: 2013-04-11 · FPC (first AC) · Tags: implementation, sortings

[vlad107's solution](#)

**624.**

278B

[New Problem](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1500 · first AC: 2013-04-05 · Python 2 (first AC) · Tags: brute force, strings

[vlad107's solution](#)

**625.**

289D

[Polo the Penguin and Houses](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-04-02 · FPC (first AC) · Tags: brute force, combinatorics, dfs and similar, math

[vlad107's solution](#)

**626.**

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2013-04-02 · FPC (first AC) · Tags: combinatorics

[vlad107's solution](#)

**627.**

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-01 · FPC (first AC) · Tags: \*special, implementation

[vlad107's solution](#)

**628.**

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2013-03-23 · Python 2 (first AC) · Tags: constructive algorithms, implementation, math

[vlad107's solution](#)

**629.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,550 global accepts · Rating: 1500 · first AC: 2013-02-24 · Python 2 (first AC) · Tags: data structures, greedy, implementation, sortings

[vlad107's solution](#)

**630.**

275C

[k-Multiple Free Set](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-02-21 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[vlad107's solution](#)

**631.**

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2013-02-20 · last AC: 2013-02-21 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[vlad107's solution](#)

**632.**

272C

[Dima and Staircase](#) · [Tutorial](#)

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2013-02-18 · FPC (first AC) · Tags: data structures, implementation

[vlad107's solution](#)

**633.**

273A

[Dima and Staircase](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-02-13 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**634.**

271C

[Secret](#) · [Tutorial](#)

Quality: 3,136 global accepts · Rating: 1500 · first AC: 2013-02-13 · FPC (first AC) · Tags: constructive algorithms, implementation

[vlad107's solution](#)

**635.**

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2013-01-28 · FPC (first AC) · Tags: constructive algorithms, implementation

[vlad107's solution](#)

**636.**

265D

[Good Sequences](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-01-20 · FPC (first AC) · Tags: dp, number theory

[vlad107's solution](#)

**637.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2013-01-20 · FPC (first AC) · Tags: dp, number theory

[vlad107's solution](#)

**638.**

254B

[Jury Size](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 1500 · first AC: 2012-12-31 · last AC: 2012-12-31 · FPC (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

**639.**

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2012-12-16 · FPC (first AC) · Tags: brute force, dp

[vlad107's solution](#)

**640.**

256A

[Almost Arithmetical Progression](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-12-16 · FPC (first AC) · Tags: binary search, dp, two pointers

[vlad107's solution](#)

**641.**

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2012-11-22 · FPC (first AC) · Tags: constructive algorithms, greedy

[vlad107's solution](#)

**642.**

230C

[Shifts](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-10-01 · FPC (first AC) · Tags: binary search, data structures, dp, implementation

[vlad107's solution](#)

**643.**

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2012-10-01 · FPC (first AC) · Tags: brute force, two pointers

[vlad107's solution](#)

**644.**

224B

[Array](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2012-09-19 · FPC (first AC) · Tags: bitmasks, implementation, two pointers

[vlad107's solution](#)

**645.**

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2012-08-13 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

**646.**

189C

[Permutations](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-08-10 · Python 2 (first AC) · Tags: greedy, implementation

[vlad107's solution](#)

**647.**

205D

[Little Elephant and Cards](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-08-10 · GNU C++ (first AC) · Tags: binary search, brute force, sortings

[vlad107's solution](#)

**648.**

205C

[Little Elephant and Interval](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-08-10 · FPC (first AC) · Tags: binary search, brute force, combinatorics, dp, math

[vlad107's solution](#)

**649.**

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2012-07-19 · Python 2 (first AC) · Tags: greedy

[vlad107's solution](#)

**650.**

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2012-07-19 · Python 2 (first AC) · Tags: dfs and similar

[vlad107's solution](#)

**651.**

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2012-07-16 · FPC (first AC) · Tags: dfs and similar, dp, trees

[vlad107's solution](#)

**652.**

204A

[Little Elephant and Interval](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2012-07-11 · FPC (first AC) · Tags: binary search, combinatorics, dp

[vlad107's solution](#)

**653.**

204B

[Little Elephant and Cards](#) · [Tutorial](#)

Quality: 5,909 global accepts · Rating: 1500 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: binary search, data structures

[vlad107's solution](#)

**654.**

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2012-04-25 · FPC (first AC) · Tags: \*special, number theory

[vlad107's solution](#)

**655.**

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2012-04-25 · FPC (first AC) · Tags: \*special, implementation, sortings

[vlad107's solution](#)

**656.**

148B

[Escape](#) · [Tutorial](#)

Quality: 6,015 global accepts · Rating: 1500 · first AC: 2012-04-22 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**657.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2012-04-22 · FPC (first AC) · Tags: dp, math, matrices

[vlad107's solution](#)

**658.**

166C

[Median](#) · [Tutorial](#)

Quality: 7,431 global accepts · Rating: 1500 · first AC: 2012-04-22 · FPC (first AC) · Tags: greedy, math, sortings

[vlad107's solution](#)

**659.**

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2012-04-22 · FPC (first AC) · Tags: implementation, strings

[vlad107's solution](#)

**660.**

177D2

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 1500 · first AC: 2012-04-21 · FPC (first AC) · Tags: data structures

[vlad107's solution](#)

**661.**

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2012-04-21 · FPC (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[vlad107's solution](#)

**662.**

177C1

[Party](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 1500 · first AC: 2012-04-21 · FPC (first AC) · Tags: dfs and similar, dsu, graphs

[vlad107's solution](#)

**663.**

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2012-03-18 · FPC (first AC) · Tags: \*special, brute force, dp, strings

[vlad107's solution](#)

**664.**

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,860 global accepts · Rating: 1500 · first AC: 2012-03-17 · Delphi (first AC) · Tags: binary search, implementation

[vlad107's solution](#)

**665.**

149C

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

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2012-02-11 · FPC (first AC) · Tags: greedy, math, sortings

[vlad107's solution](#)

**666.**

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2011-12-27 · FPC (first AC) · Tags: greedy, sortings

[vlad107's solution](#)

**667.**

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2011-12-27 · FPC (first AC) · Tags: bitmasks, brute force, graphs

[vlad107's solution](#)

**668.**

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2011-12-26 · FPC (first AC) · Tags: sortings

[vlad107's solution](#)

**669.**

129C

[Statues](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-11-17 · FPC (first AC) · Tags: dfs and similar, graphs, implementation

[vlad107's solution](#)

**670.**

128A

[Statues](#) · [Tutorial](#)

Quality: 3,509 global accepts · Rating: 1500 · first AC: 2011-11-15 · FPC (first AC) · Tags: dfs and similar

[vlad107's solution](#)

**671.**

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2011-10-27 · FPC (first AC) · Tags: strings

[vlad107's solution](#)

**672.**

104C

[Cthulhu](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-08-27 · FPC (first AC) · Tags: dsu, trees

[vlad107's solution](#)

**673.**

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,653 global accepts · Rating: 1500 · first AC: 2011-08-27 · FPC (first AC) · Tags: dfs and similar, dsu, graphs

[vlad107's solution](#)

**674.**

92D

[Queue](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-06-23 · FPC (first AC) · Tags: binary search, data structures, dp

[vlad107's solution](#)

**675.**

92C

[Newspaper Headline](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-06-23 · FPC (first AC) · Tags: binary search, data structures, dp, greedy

[vlad107's solution](#)

**676.**

91B

[Queue](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1500 · first AC: 2011-06-20 · FPC (first AC) · Tags: binary search, data structures

[vlad107's solution](#)

**677.**

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2011-06-20 · FPC (first AC) · Tags: greedy, strings

[vlad107's solution](#)

**678.**

87A

[Trains](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1500 · first AC: 2011-06-12 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**679.**

88C

[Trains](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-06-07 · FPC (first AC) · Tags: implementation, math, number theory

[vlad107's solution](#)

**680.**

88B

[Keyboard](#) · [Tutorial](#)

Quality: 5,259 global accepts · Rating: 1500 · first AC: 2011-06-07 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**681.**

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2011-04-26 · GNU C++ (first AC) · Tags: expression parsing, implementation, strings

[vlad107's solution](#)

**682.**

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2011-04-16 · FPC (first AC) · Tags: dp, games, greedy

[vlad107's solution](#)

**683.**

64B

[Expression](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1500 · first AC: 2011-02-21 · Tcl (first AC) · Tags: \*special, expression parsing

[vlad107's solution](#)

**684.**

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,959 global accepts · Rating: 1500 · first AC: 2011-01-14 · FPC (first AC) · Tags: brute force, geometry

[vlad107's solution](#)

**685.**

29B

[Traffic Lights](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1500 · first AC: 2011-01-13 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**686.**

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2011-01-11 · FPC (first AC) · Tags: dp, implementation

[vlad107's solution](#)

**687.**

53D

[Physical Education](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1500 · first AC: 2011-01-07 · FPC (first AC) · Tags: sortings

[vlad107's solution](#)

**688.**

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2010-12-20 · FPC (first AC) · Tags: strings

[vlad107's solution](#)

**689.**

49B

[Sum](#) · [Tutorial](#)

Quality: 2,802 global accepts · Rating: 1500 · first AC: 2010-12-19 · FPC (first AC) · Tags: math

[vlad107's solution](#)

**690.**

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2010-12-12 · FPC (first AC) · Tags: greedy

[vlad107's solution](#)

**691.**

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: implementation

[vlad107's solution](#)

**692.**

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1500 · first AC: 2010-10-24 · FPC (first AC) · Tags: hashing, implementation, strings

[vlad107's solution](#)

**693.**

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1500 · first AC: 2010-11-11 · GNU C++ (first AC) · Tags: brute force, dfs and similar, shortest paths

[vlad107's solution](#)

**694.**

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2010-11-25 · FPC (first AC) · Tags: greedy, implementation, strings

[vlad107's solution](#)

**695.**

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2010-07-26 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**696.**

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2010-06-29 · last AC: 2010-11-10 · FPC (first AC) · Tags: brute force, dp

[vlad107's solution](#)

**697.**

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,118 global accepts · Rating: 1500 · first AC: 2010-06-10 · FPC (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[vlad107's solution](#)

**698.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,228 global accepts · Rating: 1500 · first AC: 2010-05-30 · GNU C++ (first AC) · Tags: hashing, implementation

[vlad107's solution](#)

**699.**

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[vlad107's solution](#)

## 700.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[vlad107's solution](#)

## 701.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[vlad107's solution](#)

## 702.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[vlad107's solution](#)

## 703.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[vlad107's solution](#)

## 704.

1002D3

[Oracle for majority function](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 1600 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special

[vlad107's solution](#)

## 705.

1002B3

[Distinguish four 2-qubit states](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 1600 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special

[vlad107's solution](#)

## 706.

1002B2

[Distinguish GHZ state and W state](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 1600 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special

[vlad107's solution](#)

## 707.

1001E

[Distinguish Bell states](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1600 · first AC: 2018-07-01 · Q# (first AC) · Tags: \*special

[vlad107's solution](#)

## 708.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[vlad107's solution](#)

## 709.

674B

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

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

[vlad107's solution](#)

## 710.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory  
[vlad107's solution](#)

**711.**

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,663 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation  
[vlad107's solution](#)

**712.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp  
[vlad107's solution](#)

**713.**

605A

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

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[vlad107's solution](#)

**714.**

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math  
[vlad107's solution](#)

**715.**

568A

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

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory  
[vlad107's solution](#)

**716.**

524A

[AS>CfKCaCÔ>, C\\$K Ct=C 5D\\$5 DôBC,,E C 'NCD5C"ô](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: implementation  
[vlad107's solution](#)

**717.**

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: \*special, data structures, implementation  
[vlad107's solution](#)

**718.**

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, sortings  
[vlad107's solution](#)

**719.**

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings  
[vlad107's solution](#)

**720.**

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[vlad107's solution](#)

**721.**

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: dp, implementation, two pointers  
[vlad107's solution](#)

**722.**

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, greedy  
[vlad107's solution](#)

**723.**

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers  
[vlad107's solution](#)

**724.**

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation  
[vlad107's solution](#)

**725.**

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: binary search, math, sortings  
[vlad107's solution](#)

**726.**

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2011-12-27 · last AC: 2013-09-24 · FPC (first AC) · Tags: dfs and similar, graphs  
[vlad107's solution](#)

**727.**

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: games, math, number theory  
[vlad107's solution](#)

**728.**

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: math  
[vlad107's solution](#)

**729.**

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2013-08-17 · Python 2 (first AC) · Tags: binary search, greedy, math, matrices, number theory  
[vlad107's solution](#)

**730.**

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-16 · Python 2 (first AC) · Tags: greedy, math, number theory  
[vlad107's solution](#)

**731.**

323A

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

Quality: 968 global accepts · Rating: 1600 · first AC: 2013-07-02 · Python 2 (first AC) · Tags: combinatorics, constructive algorithms  
[vlad107's solution](#)

**732.**

318C

[Perfect Pair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-06-30 · Python 2 (first AC) · Tags: greedy, math

[vlad107's solution](#)

**733.**

320C

[Malek Dance Club](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-06-30 · FPC (first AC) · Tags: math

[vlad107's solution](#)

**734.**

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,197 global accepts · Rating: 1600 · first AC: 2013-06-29 · FPC (first AC) · Tags: combinatorics, math

[vlad107's solution](#)

**735.**

315C

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

Rating: 1600 · first AC: 2013-06-08 · last AC: 2013-06-23 · FPC (first AC) · Tags: dp, greedy, implementation

[vlad107's solution](#)

**736.**

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-23 · FPC (first AC) · Tags: combinatorics, math

[vlad107's solution](#)

**737.**

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-14 · last AC: 2013-06-14 · Python 2 (first AC) · Tags: brute force

[vlad107's solution](#)

**738.**

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-13 · FPC (first AC) · Tags: dfs and similar, dp

[vlad107's solution](#)

**739.**

314A

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

Quality: 2,172 global accepts · Rating: 1600 · first AC: 2013-06-07 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**740.**

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2013-06-07 · FPC (first AC) · Tags: binary search, sortings, two pointers

[vlad107's solution](#)

**741.**

305C

[Ivan and Powers of Two](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2013-06-07 · FPC (first AC) · Tags: greedy, implementation

[vlad107's solution](#)

**742.**

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,223 global accepts · Rating: 1600 · first AC: 2013-06-07 · FPC (first AC) · Tags: brute force, constructive algorithms, implementation

[vlad107's solution](#)

**743.**

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-17 · FPC (first AC) · Tags: \*special, greedy  
[vlad107's solution](#)

**744.**

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-17 · Python 2 (first AC) · Tags: \*special, bitmasks, brute force, implementation  
[vlad107's solution](#)

**745.**

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,647 global accepts · Rating: 1600 · first AC: 2013-04-11 · FPC (first AC) · Tags: binary search, number theory, two pointers  
[vlad107's solution](#)

**746.**

283A

[Cows and Sequence](#) · [Tutorial](#)

Quality: 6,872 global accepts · Rating: 1600 · first AC: 2013-04-08 · Python 2 (first AC) · Tags: constructive algorithms, data structures, implementation  
[vlad107's solution](#)

**747.**

284C

[Cows and Sequence](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-04-08 · Python 2 (first AC) · Tags: constructive algorithms, data structures, dp  
[vlad107's solution](#)

**748.**

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2013-02-18 · FPC (first AC) · Tags: combinatorics, math, sortings  
[vlad107's solution](#)

**749.**

273B

[Dima and Two Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-02-13 · FPC (first AC) · Tags: combinatorics  
[vlad107's solution](#)

**750.**

270C

[Magical Boxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-02-01 · FPC (first AC) · Tags: binary search, greedy, implementation, math, sortings  
[vlad107's solution](#)

**751.**

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-01 · FPC (first AC) · Tags: greedy, math  
[vlad107's solution](#)

**752.**

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2013-01-01 · FPC (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths  
[vlad107's solution](#)

**753.**

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2012-12-27 · FPC (first AC) · Tags: brute force, implementation, strings

[vlad107's solution](#)

**754.**

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs

[vlad107's solution](#)

**755.**

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy

[vlad107's solution](#)

**756.**

236C

[LCM Challenge](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-22 · FPC (first AC) · Tags: greedy, number theory

[vlad107's solution](#)

**757.**

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2012-10-21 · FPC (first AC) · Tags: number theory

[vlad107's solution](#)

**758.**

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2012-10-02 · FPC (first AC) · Tags: binary search, greedy, number theory

[vlad107's solution](#)

**759.**

188G

[Array Sorting](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 1600 · first AC: 2012-09-01 · Roco (first AC) · Tags: \*special, implementation

[vlad107's solution](#)

**760.**

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2012-08-28 · Delphi (first AC) · Tags: brute force, dp, greedy

[vlad107's solution](#)

**761.**

209A

[Multicolored Marbles](#) · [Tutorial](#)

Quality: 2,848 global accepts · Rating: 1600 · first AC: 2012-08-10 · FPC (first AC) · Tags: dp, math

[vlad107's solution](#)

**762.**

168C

[Wizards and Trolleybuses](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-08-10 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**763.**

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2012-08-10 · FPC (first AC) · Tags: brute force, constructive algorithms, greedy, math

[vlad107's solution](#)

**764.**

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2012-07-19 · Python 2 (first AC) · Tags: constructive algorithms, games, math

[vlad107's solution](#)

**765.**

125C

[Hobbits' Party](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 1600 · first AC: 2012-05-03 · FPC (first AC) · Tags: constructive algorithms, greedy

[vlad107's solution](#)

**766.**

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2012-05-02 · FPC (first AC) · Tags: \*special, brute force, implementation, number theory

[vlad107's solution](#)

**767.**

113A

[Grammar Lessons](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1600 · first AC: 2012-05-02 · FPC (first AC) · Tags: implementation, strings

[vlad107's solution](#)

**768.**

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2012-05-02 · FPC (first AC) · Tags: greedy, implementation, sortings, two pointers

[vlad107's solution](#)

**769.**

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2012-05-01 · FPC (first AC) · Tags: constructive algorithms, data structures, implementation

[vlad107's solution](#)

**770.**

167A

[Wizards and Trolleybuses](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 1600 · first AC: 2012-05-01 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**771.**

139B

[Wallpaper](#) · [Tutorial](#)

Quality: 1,460 global accepts · Rating: 1600 · first AC: 2012-04-28 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**772.**

135B

[Rectangle and Square](#) · [Tutorial](#)

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2012-04-24 · FPC (first AC) · Tags: brute force, geometry, math

[vlad107's solution](#)

**773.**

150B

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

Quality: 5,316 global accepts · Rating: 1600 · first AC: 2012-04-23 · FPC (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[vlad107's solution](#)

**774.**

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2012-03-17 · Delphi (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[vlad107's solution](#)

**775.**

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2012-03-10 · FPC (first AC) · Tags: greedy

[vlad107's solution](#)

## 776.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2012-02-24 · FPC (first AC) · Tags: math, number theory

[vlad107's solution](#)

## 777.

149B

[Martian Clock](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 1600 · first AC: 2012-02-11 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

## 778.

143C

[Help Farmer](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-01-12 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

## 779.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2012-01-12 · FPC (first AC) · Tags: brute force, math

[vlad107's solution](#)

## 780.

139C

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

Rating: 1600 · first AC: 2011-12-27 · FPC (first AC) · Tags: implementation, strings

[vlad107's solution](#)

## 781.

138A

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

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2011-12-27 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

## 782.

108D

[Basketball Team](#) · [Tutorial](#)

Rating: 1600 · first AC: 2011-08-27 · FPC (first AC) · Tags: combinatorics, math, probabilities

[vlad107's solution](#)

## 783.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,273 global accepts · Rating: 1600 · first AC: 2011-08-23 · FPC (first AC) · Tags: combinatorics, dp, math, probabilities

[vlad107's solution](#)

## 784.

96C

[Hockey](#) · [Tutorial](#)

Rating: 1600 · first AC: 2011-07-13 · FPC (first AC) · Tags: implementation, strings

[vlad107's solution](#)

## 785.

95A

[Hockey](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1600 · first AC: 2011-07-08 · FPC (first AC) · Tags: implementation, strings

[vlad107's solution](#)

## 786.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2011-06-01 · FPC (first AC) · Tags: math

[vlad107's solution](#)

**787.**

73A

[The Elder Trolls IV: Oblivon](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1600 · first AC: 2011-04-10 · last AC: 2011-05-29 · FPC (first AC) · Tags: greedy, math

[vlad107's solution](#)

**788.**

28A

[Bender Problem](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 1600 · first AC: 2011-05-29 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**789.**

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,329 global accepts · Rating: 1600 · first AC: 2011-05-15 · FPC (first AC) · Tags: dp, math, number theory

[vlad107's solution](#)

**790.**

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2011-05-15 · FPC (first AC) · Tags: expression parsing, greedy, strings

[vlad107's solution](#)

**791.**

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 1600 · first AC: 2011-04-25 · GNU C++ (first AC) · Tags: binary search, number theory

[vlad107's solution](#)

**792.**

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2011-03-18 · FPC (first AC) · Tags: binary search

[vlad107's solution](#)

**793.**

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2011-03-17 · FPC (first AC) · Tags: expression parsing

[vlad107's solution](#)

**794.**

32D

[Constellation](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 1600 · first AC: 2011-03-12 · GNU C++ (first AC) · Tags: implementation

[vlad107's solution](#)

**795.**

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2011-01-25 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**796.**

28B

[pSort](#) · [Tutorial](#)

Quality: 5,518 global accepts · Rating: 1600 · first AC: 2011-01-21 · FPC (first AC) · Tags: dfs and similar, dsu, graphs

[vlad107's solution](#)

**797.**

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2011-01-16 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**798.**

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,447 global accepts · Rating: 1600 · first AC: 2011-01-14 · FPC (first AC) · Tags: brute force

[vlad107's solution](#)

**799.**

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,488 global accepts · Rating: 1600 · first AC: 2011-01-11 · FPC (first AC) · Tags: dfs and similar, graphs

[vlad107's solution](#)

**800.**

40B

[Repaintings](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2011-01-10 · FPC (first AC) · Tags: math

[vlad107's solution](#)

**801.**

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2011-01-10 · FPC (first AC) · Tags: constructive algorithms, graphs, math

[vlad107's solution](#)

**802.**

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2011-01-10 · FPC (first AC) · Tags: combinatorics

[vlad107's solution](#)

**803.**

36B

[Fractal](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1600 · first AC: 2011-01-07 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**804.**

46C

[Hamsters and Tigers](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2010-12-05 · FPC (first AC) · Tags: two pointers

[vlad107's solution](#)

**805.**

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2010-05-01 · FPC (first AC) · Tags: math

[vlad107's solution](#)

**806.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,314 global accepts · Rating: 1600 · first AC: 2010-11-01 · GNU C++ (first AC) · Tags: implementation, math

[vlad107's solution](#)

**807.**

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[vlad107's solution](#)

**808.**

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

implementation, math

[vlad107's solution](#)

**809.**

1625C

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

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[vlad107's solution](#)

**810.**

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[vlad107's solution](#)

**811.**

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[vlad107's solution](#)

**812.**

1001I

[Deutsch-Jozsa algorithm](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 1700 · first AC: 2018-07-05 · Q# (first AC) · Tags: \*special

[vlad107's solution](#)

**813.**

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · Java 8 (first AC) · Tags: math, number theory

[vlad107's solution](#)

**814.**

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

[vlad107's solution](#)

**815.**

656B

[Scrambled](#) · [Tutorial](#)

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

[vlad107's solution](#)

**816.**

627B

[Factory Repairs](#) · [Tutorial](#)

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

[vlad107's solution](#)

**817.**

627A

[XOR Equation](#) · [Tutorial](#)

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

[vlad107's solution](#)

**818.**

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[vlad107's solution](#)

**819.**

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation

[vlad107's solution](#)

**820.**

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[vlad107's solution](#)

**821.**

546D

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

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory

[vlad107's solution](#)

**822.**

524B

[BD>D\\$> CÔC C60CÄODSL 2 \(round version\)](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: dp, greedy

[vlad107's solution](#)

**823.**

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: geometry

[vlad107's solution](#)

**824.**

484A

[Bits](#) · [Tutorial](#)

Quality: 13,397 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms

[vlad107's solution](#)

**825.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[vlad107's solution](#)

**826.**

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: greedy, strings

[vlad107's solution](#)

**827.**

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2014-08-20 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[vlad107's solution](#)

**828.**

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: greedy, implementation

[vlad107's solution](#)

**829.**

339D

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

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: data structures, trees

[vlad107's solution](#)

**830.**

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[vlad107's solution](#)

**831.**

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: implementation

[vlad107's solution](#)

**832.**

322C

[Ciel and Robot](#) · [Tutorial](#)

Rating: 1700 · first AC: 2013-06-30 · FPC (first AC) · Tags: implementation, math, number theory

[vlad107's solution](#)

**833.**

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2013-06-28 · FPC (first AC) · Tags: binary search, implementation, math

[vlad107's solution](#)

**834.**

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2013-06-07 · Python 2 (first AC) · Tags: brute force, implementation, math

[vlad107's solution](#)

**835.**

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2013-06-07 · Python 2 (first AC) · Tags: constructive algorithms

[vlad107's solution](#)

**836.**

298C

[Parity Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2013-06-07 · Python 2 (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[vlad107's solution](#)

**837.**

304D

[Rectangle Puzzle II](#) · [Tutorial](#)

Rating: 1700 · first AC: 2013-06-07 · FPC (first AC) · Tags: math, ternary search

[vlad107's solution](#)

**838.**

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2013-05-12 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**839.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 1700 · first AC: 2013-04-12 · Delphi (first AC) · Tags: dp, graphs, shortest paths

[vlad107's solution](#)

**840.**

296D

[Greg and Graph](#) · [Tutorial](#)

Rating: 1700 · first AC: 2013-04-12 · Delphi (first AC) · Tags: dp, graphs

[vlad107's solution](#)

**841.**

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2013-04-08 · FPC (first AC) · Tags: dfs and similar, dp, graphs

[vlad107's solution](#)

**842.**

284D

[Cow Program](#) · [Tutorial](#)

Rating: 1700 · first AC: 2013-04-08 · FPC (first AC) · Tags: dfs and similar, dp

[vlad107's solution](#)

**843.**

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,037 global accepts · Rating: 1700 · first AC: 2013-04-07 · FPC (first AC) · Tags: dp, greedy

[vlad107's solution](#)

**844.**

289E

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2013-04-02 · FPC (first AC) · Tags: data structures, greedy, implementation, math

[vlad107's solution](#)

**845.**

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-02 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**846.**

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 1700 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: \*special, graph matchings, implementation, trees

[vlad107's solution](#)

**847.**

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2013-03-23 · Python 2 (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[vlad107's solution](#)

**848.**

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,538 global accepts · Rating: 1700 · first AC: 2013-03-23 · Python 2 (first AC) · Tags: binary search, math

[vlad107's solution](#)

**849.**

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2013-03-12 · Python 2 (first AC) · Tags: dp, implementation, two pointers

[vlad107's solution](#)

**850.**

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 1700 · first AC: 2013-03-12 · Python 2 (first AC) · Tags: brute force, implementation, two pointers

[vlad107's solution](#)

**851.**

275B

[Convex Shape](#) · [Tutorial](#)

Quality: 3,049 global accepts · Rating: 1700 · first AC: 2013-02-22 · FPC (first AC) · Tags: constructive algorithms, implementation

[vlad107's solution](#)

**852.**

270D

[Greenhouse Effect](#) · [Tutorial](#)

Rating: 1700 · first AC: 2013-02-01 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

**853.**

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-01 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

**854.**

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2012-12-27 · FPC (first AC) · Tags: constructive algorithms, greedy, implementation

[vlad107's solution](#)

**855.**

245C

[Game with Coins](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 1700 · first AC: 2012-11-22 · FPC (first AC) · Tags: greedy

[vlad107's solution](#)

**856.**

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2012-10-02 · FPC (first AC) · Tags: dp, matrices

[vlad107's solution](#)

**857.**

230D

[Planets](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-10-01 · FPC (first AC) · Tags: binary search, graphs, shortest paths

[vlad107's solution](#)

**858.**

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2012-10-01 · last AC: 2012-10-01 · FPC (first AC) · Tags: binary search, data structures, graphs, shortest paths

[vlad107's solution](#)

**859.**

224C

[Bracket Sequence](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-09-19 · FPC (first AC) · Tags: data structures

[vlad107's solution](#)

**860.**

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 1700 · first AC: 2012-09-19 · FPC (first AC) · Tags: data structures, expression parsing, implementation

[vlad107's solution](#)

**861.**

202C

[Clear Symmetry](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-08-31 · FPC (first AC) · Tags: binary search, math

[vlad107's solution](#)

**862.**

216D

[Spider's Web](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 1700 · first AC: 2012-08-29 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[vlad107's solution](#)

**863.**

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2012-08-28 · FPC (first AC) · Tags: constructive algorithms, dp, math

[vlad107's solution](#)

**864.**

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1700 · first AC: 2012-08-28 · FPC (first AC) · Tags: dfs and similar, implementation

[vlad107's solution](#)

**865.**

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2012-08-28 · FPC (first AC) · Tags: dfs and similar, dp, graphs, trees

[vlad107's solution](#)

**866.**

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2012-08-11 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**867.**

199C

[About Bacteria](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-08-11 · FPC (first AC) · Tags: math

[vlad107's solution](#)

**868.**

181D

[Word Cut](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-08-10 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

**869.**

194C

[Cutting Figure](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-08-10 · FPC (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, matrices, strings

[vlad107's solution](#)

**870.**

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 1700 · first AC: 2012-08-10 · FPC (first AC) · Tags: geometry, implementation, math

[vlad107's solution](#)

**871.**

214C

[Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-08-10 · FPC (first AC) · Tags: brute force, greedy

[vlad107's solution](#)

**872.**

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2012-07-30 · FPC (first AC) · Tags: dfs and similar, greedy

[vlad107's solution](#)

**873.**

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2012-06-03 · FPC (first AC) · Tags: constructive algorithms, graphs, trees

[vlad107's solution](#)

**874.**

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2012-05-06 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

**875.**

164A

[Variable, or There and Back Again](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2012-05-05 · FPC (first AC) · Tags: dfs and similar, graphs

[vlad107's solution](#)

**876.**

159E

[Zebra Tower](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 1700 · first AC: 2012-05-01 · Delphi (first AC) · Tags: \*special, data structures, greedy, sortings

[vlad107's solution](#)

**877.**

168B

[Wizards and Minimal Spell](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 1700 · first AC: 2012-04-28 · FPC (first AC) · Tags: implementation, strings

[vlad107's solution](#)

**878.**

157C

[Message](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-04-28 · FPC (first AC) · Tags: brute force, dp, strings

[vlad107's solution](#)

**879.**

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2012-04-28 · FPC (first AC) · Tags: brute force

[vlad107's solution](#)

**880.**

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2012-04-22 · FPC (first AC) · Tags: constructive algorithms, greedy

[vlad107's solution](#)

**881.**

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2012-04-22 · FPC (first AC) · Tags: implementation, math, sortings

[vlad107's solution](#)

**882.**

177E1

[Space Voyage](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 1700 · first AC: 2012-04-21 · FPC (first AC) · Tags: binary search

[vlad107's solution](#)

**883.**

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

**884.**

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · Delphi (first AC) · Tags: constructive algorithms, greedy, sortings

[vlad107's solution](#)

**885.**

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · FPC (first AC) · Tags: geometry, math

[vlad107's solution](#)

**886.**

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2011-12-27 · FPC (first AC) · Tags: sortings

[vlad107's solution](#)

**887.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,475 global accepts · Rating: 1700 · first AC: 2011-12-27 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

**888.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 1700 · first AC: 2011-11-09 · FPC (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[vlad107's solution](#)

**889.**

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2011-08-29 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**890.**

99C

[Help Victoria the Wise](#) · [Tutorial](#)

Rating: 1700 · first AC: 2011-08-28 · FPC (first AC) · Tags: brute force

[vlad107's solution](#)

**891.**

98A

[Help Victoria the Wise](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 1700 · first AC: 2011-08-28 · FPC (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

**892.**

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2011-08-28 · FPC (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

**893.**

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2011-08-27 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

**894.**

102D

[Buses](#) · [Tutorial](#)

Rating: 1700 · first AC: 2011-08-27 · FPC (first AC) · Tags: binary search, data structures, dp

[vlad107's solution](#)

**895.**

105A

[Transmigration](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 1700 · first AC: 2011-08-27 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**896.**

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2011-08-03 · FPC (first AC) · Tags: binary search, data structures, dp

[vlad107's solution](#)

**897.**

94C

[Frames](#) · [Tutorial](#)

Rating: 1700 · first AC: 2011-07-20 · FPC (first AC) · Tags: math

[vlad107's solution](#)

**898.**

84C

[Biathlon](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1700 · first AC: 2011-05-18 · last AC: 2011-05-18 · FPC (first AC) · Tags: binary search, implementation

[vlad107's solution](#)

**899.**

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 1700 · first AC: 2011-05-15 · FPC (first AC) · Tags: brute force, greedy, implementation

[vlad107's solution](#)

**900.**

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2011-05-15 · FPC (first AC) · Tags: implementation, strings

[vlad107's solution](#)

**901.**

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2011-05-15 · FPC (first AC) · Tags: greedy, math, sortings

[vlad107's solution](#)

**902.**

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-05-15 · FPC (first AC) · Tags: constructive algorithms, hashing, implementation

[vlad107's solution](#)

**903.**

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2011-05-11 · last AC: 2011-05-11 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**904.**

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2011-05-11 · last AC: 2011-05-11 · FPC (first AC) · Tags: dp, greedy, math

[vlad107's solution](#)

**905.**

63C

[Bulls and Cows](#) · [Tutorial](#)

Quality: 2,002 global accepts · Rating: 1700 · first AC: 2011-03-17 · FPC (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

**906.**

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2011-03-12 · GNU C++ (first AC) · Tags: math

[vlad107's solution](#)

**907.**

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2011-03-10 · FPC (first AC) · Tags: constructive algorithms, math, number theory

[vlad107's solution](#)

**908.**

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,479 global accepts · Rating: 1700 · first AC: 2011-03-04 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, implementation

[vlad107's solution](#)

**909.**

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2011-03-02 · GNU C++ (first AC) · Tags: brute force, math

[vlad107's solution](#)

**910.**

30B

[Codeforces World Finals](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 1700 · first AC: 2011-01-22 · last AC: 2011-01-22 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**911.**

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2011-01-21 · last AC: 2011-01-21 · FPC (first AC) · Tags: data structures, expression parsing, implementation

[vlad107's solution](#)

**912.**

53B

[Blog Photo](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 1700 · first AC: 2011-01-07 · FPC (first AC) · Tags: binary search, implementation

[vlad107's solution](#)

**913.**

51B

[bHTML Tables Analysys](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 1700 · first AC: 2010-12-28 · FPC (first AC) · Tags: expression parsing

[vlad107's solution](#)

**914.**

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2010-12-19 · last AC: 2010-12-19 · FPC (first AC) · Tags: constructive algorithms, math

[vlad107's solution](#)

**915.**

42B

[Game of chess unfinished](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 1700 · first AC: 2010-11-18 · last AC: 2010-11-23 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**916.**

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1700 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: dp

[vlad107's solution](#)

**917.**

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2010-11-11 · GNU C++ (first AC) · Tags: dp, greedy

[vlad107's solution](#)

**918.**

35B

[Warehouse](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 1700 · first AC: 2010-11-11 · GNU C++ (first AC) · Tags: implementation

[vlad107's solution](#)

**919.**

31C

[Schedule](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 1700 · first AC: 2010-11-25 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**920.**

22C

[System Administrator](#) · [Tutorial](#)

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2010-06-29 · last AC: 2010-11-10 · FPC (first AC) · Tags: graphs

[vlad107's solution](#)

**921.**

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2010-07-26 · last AC: 2010-11-02 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**922.**

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2010-05-29 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[vlad107's solution](#)

**923.**

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2010-11-01 · GNU C++ (first AC) · Tags: dp, sortings

[vlad107's solution](#)

**924.**

1966D

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

Rating: 1800 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[vlad107's solution](#)

**925.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures, strings

[vlad107's solution](#)

**926.**

638D

[Three-dimensional Turtle Super Computer](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 1800 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs

[vlad107's solution](#)

**927.**

1922E

[Increasing Subsequences](#) · [Tutorial](#)

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[vlad107's solution](#)

**928.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[vlad107's solution](#)

**929.**

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[vlad107's solution](#)

**930.**

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings, trees

[vlad107's solution](#)

**931.**

666A

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

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[vlad107's solution](#)

**932.**

668B

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

Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[vlad107's solution](#)

**933.**

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[vlad107's solution](#)

**934.**

623A

[Graph and String](#) · [Tutorial](#)

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

[vlad107's solution](#)

**935.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: dp

[vlad107's solution](#)

**936.**

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[vlad107's solution](#)

**937.**

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dp, greedy

[vlad107's solution](#)

**938.**

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[vlad107's solution](#)

### 939.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math

[vlad107's solution](#)

### 940.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[vlad107's solution](#)

### 941.

436C

[Dungeons and Candies](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: dsu, graphs, greedy, trees

[vlad107's solution](#)

### 942.

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory

[vlad107's solution](#)

### 943.

45J

[Planting Trees](#) · [Tutorial](#)

Quality: 1,073 global accepts · Rating: 1800 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: constructive algorithms

[vlad107's solution](#)

### 944.

336C

[Vasily the Bear and Sequence](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2013-08-09 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, number theory

[vlad107's solution](#)

### 945.

124D

[Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2013-07-01 · FPC (first AC) · Tags: brute force, constructive algorithms, number theory

[vlad107's solution](#)

### 946.

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2013-06-07 · FPC (first AC) · Tags: constructive algorithms

[vlad107's solution](#)

### 947.

302C

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

Rating: 1800 · first AC: 2013-06-07 · FPC (first AC) · Tags: constructive algorithms

[vlad107's solution](#)

### 948.

300C

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2013-04-30 · FPC (first AC) · Tags: brute force, combinatorics

[vlad107's solution](#)

**949.**

252D

[Playing with Permutations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2013-04-16 · Delphi (first AC) · Tags: brute force, combinatorics, implementation

[vlad107's solution](#)

**950.**

251B

[Playing with Permutations](#) · [Tutorial](#)

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2013-04-16 · Delphi (first AC) · Tags: implementation, math

[vlad107's solution](#)

**951.**

281D

[Maximum Xor Secondary](#) · [Tutorial](#)

Rating: 1800 · first AC: 2013-03-12 · FPC (first AC) · Tags: two pointers

[vlad107's solution](#)

**952.**

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2013-03-11 · FPC (first AC) · Tags: data structures, implementation, two pointers

[vlad107's solution](#)

**953.**

252B

[Unsorting Array](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 1800 · first AC: 2013-02-22 · Python 2 (first AC) · Tags: brute force, sortings

[vlad107's solution](#)

**954.**

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2013-02-22 · GNU C++ (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[vlad107's solution](#)

**955.**

275D

[Zero Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2013-02-22 · FPC (first AC) · Tags: dfs and similar, dp, trees

[vlad107's solution](#)

**956.**

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2013-02-20 · FPC (first AC) · Tags: dfs and similar, dp, greedy, trees

[vlad107's solution](#)

**957.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,011 global accepts · Rating: 1800 · first AC: 2013-02-11 · FPC (first AC) · Tags: data structures, strings

[vlad107's solution](#)

**958.**

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 1800 · first AC: 2013-01-21 · FPC (first AC) · Tags: dfs and similar, graphs

[vlad107's solution](#)

**959.**

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2013-01-09 · FPC (first AC) · Tags: brute force, geometry, math

[vlad107's solution](#)

**960.**

254C

[Anagram](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1800 · first AC: 2012-12-31 · last AC: 2012-12-31 · FPC (first AC) · Tags: greedy, strings  
[vlad107's solution](#)

**961.**

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,201 global accepts · Rating: 1800 · first AC: 2012-12-17 · FPC (first AC) · Tags: binary search, implementation, math  
[vlad107's solution](#)

**962.**

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-12-17 · FPC (first AC) · Tags: binary search, brute force, math  
[vlad107's solution](#)

**963.**

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2012-11-22 · FPC (first AC) · Tags: dp, hashing, strings  
[vlad107's solution](#)

**964.**

222C

[Reducing Fractions](#) · [Tutorial](#)

Quality: 2,926 global accepts · Rating: 1800 · first AC: 2012-11-02 · FPC (first AC) · Tags: implementation, math, number theory, sortings  
[vlad107's solution](#)

**965.**

186D

[Mushroom Scientists](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-09-01 · FPC (first AC) · Tags: math, number theory, probabilities  
[vlad107's solution](#)

**966.**

188H

[Stack](#) · [Tutorial](#)

Quality: 686 global accepts · Rating: 1800 · first AC: 2012-09-01 · Roco (first AC) · Tags: \*special, expression parsing, implementation  
[vlad107's solution](#)

**967.**

221D

[Little Elephant and Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-08-31 · FPC (first AC) · Tags: data structures  
[vlad107's solution](#)

**968.**

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,884 global accepts · Rating: 1800 · first AC: 2012-08-31 · FPC (first AC) · Tags: constructive algorithms, data structures  
[vlad107's solution](#)

**969.**

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2012-08-31 · FPC (first AC) · Tags: math, ternary search  
[vlad107's solution](#)

**970.**

200C

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

Quality: 1,108 global accepts · Rating: 1800 · first AC: 2012-08-31 · FPC (first AC) · Tags: brute force, implementation  
[vlad107's solution](#)

**971.**

195C

[Try and Catch](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 1800 · first AC: 2012-08-12 · FPC (first AC) · Tags: expression parsing, implementation  
[vlad107's solution](#)

**972.**

168D

[Wizards and Huge Prize](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-08-10 · FPC (first AC) · Tags: dp, math, probabilities  
[vlad107's solution](#)

**973.**

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2012-07-19 · Python 2 (first AC) · Tags: geometry  
[vlad107's solution](#)

**974.**

174C

[Range Increments](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 1800 · first AC: 2012-05-03 · FPC (first AC) · Tags: data structures, greedy  
[vlad107's solution](#)

**975.**

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2012-05-02 · FPC (first AC) · Tags: dfs and similar, shortest paths  
[vlad107's solution](#)

**976.**

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2012-05-02 · FPC (first AC) · Tags: dp, math, probabilities  
[vlad107's solution](#)

**977.**

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2012-04-28 · FPC (first AC) · Tags: constructive algorithms, greedy, sortings  
[vlad107's solution](#)

**978.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2012-04-28 · FPC (first AC) · Tags: dp, games, math, probabilities  
[vlad107's solution](#)

**979.**

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2012-04-25 · FPC (first AC) · Tags: binary search, dp, two pointers  
[vlad107's solution](#)

**980.**

182E

[Wooden Fence](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1800 · first AC: 2012-04-24 · FPC (first AC) · Tags: dp  
[vlad107's solution](#)

**981.**

177F1

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

Quality: 366 global accepts · Rating: 1800 · first AC: 2012-04-21 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**982.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2012-03-11 · Delphi (first AC) · Tags: dfs and similar, dp, trees  
[vlad107's solution](#)

**983.**

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2012-01-22 · FPC (first AC) · Tags: constructive algorithms  
[vlad107's solution](#)

**984.**

143D

[Help General](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-01-12 · FPC (first AC) · Tags: graph matchings, greedy, math  
[vlad107's solution](#)

**985.**

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2012-01-12 · FPC (first AC) · Tags: constructive algorithms, greedy, implementation  
[vlad107's solution](#)

**986.**

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: binary search, data structures, greedy  
[vlad107's solution](#)

**987.**

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · FPC (first AC) · Tags: greedy, sortings  
[vlad107's solution](#)

**988.**

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · FPC (first AC) · Tags: brute force, greedy, implementation  
[vlad107's solution](#)

**989.**

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2011-09-23 · last AC: 2011-12-27 · FPC (first AC) · Tags: brute force, number theory  
[vlad107's solution](#)

**990.**

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2011-12-26 · FPC (first AC) · Tags: dp  
[vlad107's solution](#)

**991.**

133E

[Logo Turtle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2011-12-26 · FPC (first AC) · Tags: dp, implementation  
[vlad107's solution](#)

**992.**

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2011-11-04 · FPC (first AC) · Tags: math  
[vlad107's solution](#)

**993.**

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,590 global accepts · Rating: 1800 · first AC: 2011-10-18 · FPC (first AC) · Tags: graph matchings  
[vlad107's solution](#)

**994.**

120G

[Boom](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 1800 · first AC: 2011-10-18 · FPC (first AC) · Tags: implementation  
[vlad107's solution](#)

**995.**

105B

[Dark Assembly](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 1800 · first AC: 2011-08-28 · FPC (first AC) · Tags: brute force, probabilities  
[vlad107's solution](#)

**996.**

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2011-07-12 · FPC (first AC) · Tags: dp, greedy  
[vlad107's solution](#)

**997.**

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2011-06-18 · FPC (first AC) · Tags: greedy  
[vlad107's solution](#)

**998.**

90C

[Robbery](#) · [Tutorial](#)

Rating: 1800 · first AC: 2011-06-16 · FPC (first AC) · Tags: greedy, math  
[vlad107's solution](#)

**999.**

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2011-06-12 · FPC (first AC) · Tags: implementation, strings  
[vlad107's solution](#)

**1000.**

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2011-06-11 · FPC (first AC) · Tags: data structures, greedy  
[vlad107's solution](#)

**1001.**

88D

[Vasya and Types](#) · [Tutorial](#)

Rating: 1800 · first AC: 2011-06-07 · FPC (first AC) · Tags: implementation  
[vlad107's solution](#)

**1002.**

15B

[Laser](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 1800 · first AC: 2011-06-03 · FPC (first AC) · Tags: math  
[vlad107's solution](#)

**1003.**

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2011-05-29 · FPC (first AC) · Tags: dp  
[vlad107's solution](#)

## 1004.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2011-05-18 · FPC (first AC) · Tags: binary search, math, sortings  
[vlad107's solution](#)

## 1005.

84D

[Doctor](#) · [Tutorial](#)

Rating: 1800 · first AC: 2011-05-18 · FPC (first AC) · Tags: binary search, implementation  
[vlad107's solution](#)

## 1006.

80D

[Falling Anvils](#) · [Tutorial](#)

Rating: 1800 · first AC: 2011-05-15 · FPC (first AC) · Tags: geometry, probabilities  
[vlad107's solution](#)

## 1007.

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,014 global accepts · Rating: 1800 · first AC: 2011-05-15 · FPC (first AC) · Tags: implementation, math  
[vlad107's solution](#)

## 1008.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1800 · first AC: 2011-05-15 · FPC (first AC) · Tags: dp, probabilities  
[vlad107's solution](#)

## 1009.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2011-05-15 · FPC (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers  
[vlad107's solution](#)

## 1010.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2011-04-27 · FPC (first AC) · Tags: math, probabilities  
[vlad107's solution](#)

## 1011.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2011-03-28 · GNU C++ (first AC) · Tags: data structures, implementation  
[vlad107's solution](#)

## 1012.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,279 global accepts · Rating: 1800 · first AC: 2011-03-19 · FPC (first AC) · Tags: brute force, games, implementation  
[vlad107's solution](#)

## 1013.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2011-03-13 · FPC (first AC) · Tags: dp, graphs, greedy, implementation  
[vlad107's solution](#)

## 1014.

67B

[Restoration of the Permutation](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 1800 · first AC: 2011-03-13 · FPC (first AC) · Tags: greedy  
[vlad107's solution](#)

**1015.**

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[vlad107's solution](#)**1016.**

66C

[Petya and File System](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 1800 · first AC: 2011-03-10 · FPC (first AC) · Tags: data structures, implementation

[vlad107's solution](#)**1017.**

62B

[Tyndex.Brome](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 1800 · first AC: 2011-02-25 · FPC (first AC) · Tags: binary search, implementation

[vlad107's solution](#)**1018.**

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2011-01-31 · last AC: 2011-02-02 · Delphi (first AC) · Tags: brute force

[vlad107's solution](#)**1019.**

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2011-01-28 · Delphi (first AC) · Tags: math, number theory

[vlad107's solution](#)**1020.**

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 1800 · first AC: 2011-01-22 · FPC (first AC) · Tags: greedy, implementation

[vlad107's solution](#)**1021.**

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2011-01-13 · FPC (first AC) · Tags: brute force, dp, implementation

[vlad107's solution](#)**1022.**

54B

[Cutting Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 1800 · first AC: 2011-01-11 · FPC (first AC) · Tags: hashing, implementation

[vlad107's solution](#)**1023.**

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,723 global accepts · Rating: 1800 · first AC: 2011-01-10 · FPC (first AC) · Tags: shortest paths

[vlad107's solution](#)**1024.**

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2010-12-28 · FPC (first AC) · Tags: binary search, greedy

[vlad107's solution](#)**1025.**

48C

[The Race](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2010-12-12 · FPC (first AC) · Tags: math

[vlad107's solution](#)

**1026.**

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2010-12-05 · FPC (first AC) · Tags: data structures, implementation  
[vlad107's solution](#)

**1027.**

44D

[Hyperdrive](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1800 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: math  
[vlad107's solution](#)

**1028.**

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: dp, sortings  
[vlad107's solution](#)

**1029.**

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2010-10-07 · GNU C++ (first AC) · Tags: greedy  
[vlad107's solution](#)

**1030.**

24C

[Sequence of points](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2010-07-26 · FPC (first AC) · Tags: geometry, implementation, math  
[vlad107's solution](#)

**1031.**

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,418 global accepts · Rating: 1800 · first AC: 2010-11-17 · GNU C++ (first AC) · Tags: binary search, number theory  
[vlad107's solution](#)

**1032.**

953E

[Merge Equal Elements](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vlad107's solution](#)

**1033.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math  
[vlad107's solution](#)

**1034.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive  
[vlad107's solution](#)

**1035.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy  
[vlad107's solution](#)

**1036.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,881 global accepts · Rating: 1900 · first AC: 2011-04-01 · last AC: 2022-01-31 · GNU C++ (first AC) · Tags: graphs, shortest paths  
[vlad107's solution](#)

### 1037.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory  
[vlad107's solution](#)

### 1038.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, two pointers  
[vlad107's solution](#)

### 1039.

928C

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

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, graphs, implementation  
[vlad107's solution](#)

### 1040.

656G

[You're a Professional](#) · [Tutorial](#)

Quality: 512 global accepts · Rating: 1900 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: \*special  
[vlad107's solution](#)

### 1041.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: \*special  
[vlad107's solution](#)

### 1042.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers  
[vlad107's solution](#)

### 1043.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp  
[vlad107's solution](#)

### 1044.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices  
[vlad107's solution](#)

### 1045.

568B

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

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math  
[vlad107's solution](#)

### 1046.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings  
[vlad107's solution](#)

**1047.**

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[vlad107's solution](#)

**1048.**

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2015-06-18 · last AC: 2015-06-19 · Python 2 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[vlad107's solution](#)

**1049.**

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[vlad107's solution](#)

**1050.**

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[vlad107's solution](#)

**1051.**

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[vlad107's solution](#)

**1052.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[vlad107's solution](#)

**1053.**

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[vlad107's solution](#)

**1054.**

536B

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

Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[vlad107's solution](#)

**1055.**

524C

[The Art of Dealing with ATM](#) · [Tutorial](#)

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: binary search, sortings

[vlad107's solution](#)

**1056.**

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[vlad107's solution](#)

**1057.**

506A

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

Rating: 1900 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: dp

[vlad107's solution](#)

**1058.**

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation

[vlad107's solution](#)

**1059.**

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[vlad107's solution](#)

**1060.**

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: brute force, divide and conquer, dp

[vlad107's solution](#)

**1061.**

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2010-11-13 · last AC: 2013-08-16 · GNU C++ (first AC) · Tags: greedy, meet-in-the-middle, sortings

[vlad107's solution](#)

**1062.**

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: data structures

[vlad107's solution](#)

**1063.**

320D

[Psychos in a Line](#) · [Tutorial](#)

Rating: 1900 · first AC: 2013-06-30 · FPC (first AC) · Tags: data structures

[vlad107's solution](#)

**1064.**

322D

[Ciel and Duel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2013-06-30 · FPC (first AC) · Tags: dp, flows, greedy, two pointers

[vlad107's solution](#)

**1065.**

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2013-06-28 · FPC (first AC) · Tags: dp, flows, greedy

[vlad107's solution](#)

**1066.**

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2013-06-23 · FPC (first AC) · Tags: data structures, implementation

[vlad107's solution](#)

**1067.**

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-05-14 · Delphi (first AC) · Tags: data structures

[vlad107's solution](#)

### 1068.

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-04-23 · FPC (first AC) · Tags: data structures, dfs and similar, dp, dsu

[vlad107's solution](#)

### 1069.

294C

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

Quality: 4,354 global accepts · Rating: 1900 · first AC: 2013-04-07 · Python 2 (first AC) · Tags: combinatorics, number theory

[vlad107's solution](#)

### 1070.

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2013-03-23 · FPC (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle

[vlad107's solution](#)

### 1071.

262D

[Maxim and Restaurant](#) · [Tutorial](#)

Rating: 1900 · first AC: 2013-01-13 · FPC (first AC) · Tags: combinatorics, dp

[vlad107's solution](#)

### 1072.

261B

[Maxim and Restaurant](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2013-01-13 · FPC (first AC) · Tags: dp, math, probabilities

[vlad107's solution](#)

### 1073.

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2013-01-09 · FPC (first AC) · Tags: greedy, math

[vlad107's solution](#)

### 1074.

259D

[Little Elephant and Elections](#) · [Tutorial](#)

Rating: 1900 · first AC: 2012-12-24 · FPC (first AC) · Tags: brute force, combinatorics, dp, math

[vlad107's solution](#)

### 1075.

258B

[Little Elephant and Elections](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2012-12-22 · FPC (first AC) · Tags: brute force, combinatorics, dp

[vlad107's solution](#)

### 1076.

241G

[Challenging Balloons](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 1900 · first AC: 2012-11-01 · FPC (first AC) · Tags: constructive algorithms

[vlad107's solution](#)

### 1077.

230E

[Triangles](#) · [Tutorial](#)

Rating: 1900 · first AC: 2012-10-01 · FPC (first AC) · Tags: combinatorics, graphs, math

[vlad107's solution](#)

### 1078.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2012-10-01 · FPC (first AC) · Tags: combinatorics, graphs, math

[vlad107's solution](#)

**1079.**

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2012-10-01 · FPC (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[vlad107's solution](#)

**1080.**

224E

[Partial Sums](#) · [Tutorial](#)

Rating: 1900 · first AC: 2012-09-19 · FPC (first AC) · Tags: combinatorics, math, number theory

[vlad107's solution](#)

**1081.**

224D

[Two Strings](#) · [Tutorial](#)

Rating: 1900 · first AC: 2012-09-19 · FPC (first AC) · Tags: data structures, strings

[vlad107's solution](#)

**1082.**

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2012-09-19 · FPC (first AC) · Tags: data structures, dp, strings

[vlad107's solution](#)

**1083.**

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-09-16 · FPC (first AC) · Tags: combinatorics, math, number theory

[vlad107's solution](#)

**1084.**

199B

[Special Olympics](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 1900 · first AC: 2012-08-11 · FPC (first AC) · Tags: geometry

[vlad107's solution](#)

**1085.**

195D

[Analyzing Polyline](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 1900 · first AC: 2012-08-10 · FPC (first AC) · Tags: geometry, math, sortings

[vlad107's solution](#)

**1086.**

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2012-08-10 · FPC (first AC) · Tags: two pointers

[vlad107's solution](#)

**1087.**

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2012-08-10 · FPC (first AC) · Tags: dp, graphs, shortest paths

[vlad107's solution](#)

**1088.**

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1900 · first AC: 2012-08-10 · FPC (first AC) · Tags: dfs and similar, dp

[vlad107's solution](#)

**1089.**

214D

[Numbers](#) · [Tutorial](#)

Rating: 1900 · first AC: 2012-08-10 · FPC (first AC) · Tags: combinatorics, dp, math

[vlad107's solution](#)

**1090.**

215D

[Hot Days](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 1900 · first AC: 2012-08-06 · FPC (first AC) · Tags: greedy

[vlad107's solution](#)

**1091.**

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2012-07-30 · FPC (first AC) · Tags: combinatorics, dp

[vlad107's solution](#)

**1092.**

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2012-05-05 · FPC (first AC) · Tags: constructive algorithms, games, greedy

[vlad107's solution](#)

**1093.**

138B

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

Quality: 1,110 global accepts · Rating: 1900 · first AC: 2012-05-03 · FPC (first AC) · Tags: greedy

[vlad107's solution](#)

**1094.**

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2012-05-02 · FPC (first AC) · Tags: brute force, dp

[vlad107's solution](#)

**1095.**

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2012-05-02 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

**1096.**

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2012-05-01 · FPC (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[vlad107's solution](#)

**1097.**

180D

[Name](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 1900 · first AC: 2012-04-25 · FPC (first AC) · Tags: greedy, strings

[vlad107's solution](#)

**1098.**

177E2

[Space Voyage](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 1900 · first AC: 2012-04-21 · FPC (first AC) · Tags: binary search

[vlad107's solution](#)

**1099.**

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-10 · FPC (first AC) · Tags: \*special, dp, sortings

[vlad107's solution](#)

**1100.**

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2012-02-11 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

### 1101.

112D

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

Rating: 1900 · first AC: 2011-12-27 · FPC (first AC) · Tags: implementation, number theory

[vlad107's solution](#)

### 1102.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2011-12-27 · FPC (first AC) · Tags: brute force, combinatorics, number theory

[vlad107's solution](#)

### 1103.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2011-12-27 · FPC (first AC) · Tags: binary search, data structures, number theory

[vlad107's solution](#)

### 1104.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2011-12-27 · FPC (first AC) · Tags: brute force, greedy, sortings, strings

[vlad107's solution](#)

### 1105.

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 1900 · first AC: 2011-12-26 · FPC (first AC) · Tags: brute force, dfs and similar, math, number theory

[vlad107's solution](#)

### 1106.

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 1900 · first AC: 2011-12-26 · FPC (first AC) · Tags: dp, strings

[vlad107's solution](#)

### 1107.

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2011-11-09 · FPC (first AC) · Tags: binary search, brute force, math

[vlad107's solution](#)

### 1108.

122E

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

Rating: 1900 · first AC: 2011-10-29 · FPC (first AC) · Tags: —

[vlad107's solution](#)

### 1109.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2011-10-18 · FPC (first AC) · Tags: divide and conquer, geometry, sortings

[vlad107's solution](#)

### 1110.

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2011-10-14 · FPC (first AC) · Tags: constructive algorithms, implementation, sortings

[vlad107's solution](#)

### 1111.

110D

[Lucky Probability](#) · [Tutorial](#)

Rating: 1900 · first AC: 2011-08-29 · FPC (first AC) · Tags: brute force, combinatorics, dfs and similar, probabilities

[vlad107's solution](#)

### 1112.

110E

[Lucky Tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2011-08-29 · FPC (first AC) · Tags: combinatorics, dfs and similar, trees

[vlad107's solution](#)

### 1113.

109B

[Lucky Probability](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2011-08-29 · FPC (first AC) · Tags: brute force, probabilities

[vlad107's solution](#)

### 1114.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2011-08-29 · FPC (first AC) · Tags: dp, dsu, trees

[vlad107's solution](#)

### 1115.

94D

[End of Exams](#) · [Tutorial](#)

Rating: 1900 · first AC: 2011-08-29 · FPC (first AC) · Tags: greedy, math

[vlad107's solution](#)

### 1116.

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2011-08-29 · FPC (first AC) · Tags: greedy

[vlad107's solution](#)

### 1117.

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2011-08-27 · FPC (first AC) · Tags: constructive algorithms, greedy

[vlad107's solution](#)

### 1118.

104D

[Russian Roulette](#) · [Tutorial](#)

Rating: 1900 · first AC: 2011-08-27 · FPC (first AC) · Tags: math

[vlad107's solution](#)

### 1119.

96D

[Volleyball](#) · [Tutorial](#)

Rating: 1900 · first AC: 2011-07-13 · FPC (first AC) · Tags: graphs, shortest paths

[vlad107's solution](#)

### 1120.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,387 global accepts · Rating: 1900 · first AC: 2011-07-08 · FPC (first AC) · Tags: shortest paths

[vlad107's solution](#)

### 1121.

38D

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

Quality: 1,075 global accepts · Rating: 1900 · first AC: 2011-06-25 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

### 1122.

45C

[Dancing Lessons](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 1900 · first AC: 2011-06-12 · FPC (first AC) · Tags: data structures

[vlad107's solution](#)

### 1123.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,154 global accepts · Rating: 1900 · first AC: 2011-05-15 · last AC: 2011-05-15 · FPC (first AC) · Tags: data structures, greedy, trees

[vlad107's solution](#)

### 1124.

63D

[Dividing Island](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2011-04-04 · last AC: 2011-04-04 · GNU C++ (first AC) · Tags: constructive algorithms

[vlad107's solution](#)

### 1125.

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2011-03-28 · GNU C++ (first AC) · Tags: dp, games

[vlad107's solution](#)

### 1126.

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2011-03-19 · FPC (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[vlad107's solution](#)

### 1127.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,233 global accepts · Rating: 1900 · first AC: 2011-03-19 · last AC: 2011-03-19 · GNU C++ (first AC) · Tags: greedy, sortings

[vlad107's solution](#)

### 1128.

67D

[Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2011-03-13 · FPC (first AC) · Tags: binary search, data structures, dp

[vlad107's solution](#)

### 1129.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: data structures, trees

[vlad107's solution](#)

### 1130.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2011-03-02 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[vlad107's solution](#)

### 1131.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2011-03-01 · GNU C++ (first AC) · Tags: bitmasks, dp, probabilities

[vlad107's solution](#)

### 1132.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2011-03-01 · GNU C++ (first AC) · Tags: dp

[vlad107's solution](#)

### 1133.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2011-03-01 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, shortest paths,

trees, two pointers

[vlad107's solution](#)

**1134.**

57C

[Array](#) · [Tutorial](#)

Quality: 4,006 global accepts · Rating: 1900 · first AC: 2011-01-25 · FPC (first AC) · Tags: combinatorics, math

[vlad107's solution](#)

**1135.**

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2011-01-14 · FPC (first AC) · Tags: games

[vlad107's solution](#)

**1136.**

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2010-11-10 · last AC: 2011-01-10 · GNU C++ (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[vlad107's solution](#)

**1137.**

46E

[Comb](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 1900 · first AC: 2010-12-05 · FPC (first AC) · Tags: data structures, dp

[vlad107's solution](#)

**1138.**

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2010-11-10 · last AC: 2010-11-10 · GNU C++ (first AC) · Tags: dp

[vlad107's solution](#)

**1139.**

41E

[3-cycles](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1900 · first AC: 2010-11-09 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, greedy

[vlad107's solution](#)

**1140.**

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2010-11-18 · last AC: 2010-11-18 · GNU C++ (first AC) · Tags: dsu, graphs, trees

[vlad107's solution](#)

**1141.**

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1900 · first AC: 2010-11-18 · GNU C++ (first AC) · Tags: graphs, shortest paths

[vlad107's solution](#)

**1142.**

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2010-11-10 · GNU C++ (first AC) · Tags: greedy, sortings

[vlad107's solution](#)

**1143.**

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2010-11-17 · GNU C++ (first AC) · Tags: implementation, strings

[vlad107's solution](#)

**1144.**

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,823 global accepts · Rating: 1900 · first AC: 2010-06-24 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

### 1145.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2010-11-17 · GNU C++ (first AC) · Tags: implementation, strings

[vlad107's solution](#)

### 1146.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2010-05-01 · FPC (first AC) · Tags: combinatorics, divide and conquer, dp

[vlad107's solution](#)

### 1147.

432D

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

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[vlad107's solution](#)

### 1148.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[vlad107's solution](#)

### 1149.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-06-30 · last AC: 2025-03-09 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[vlad107's solution](#)

### 1150.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[vlad107's solution](#)

### 1151.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[vlad107's solution](#)

### 1152.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[vlad107's solution](#)

### 1153.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[vlad107's solution](#)

### 1154.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[vlad107's solution](#)

### 1155.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[vlad107's solution](#)

### 1156.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[vlad107's solution](#)

### 1157.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-05-02 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[vlad107's solution](#)

### 1158.

668D

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures

[vlad107's solution](#)

### 1159.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[vlad107's solution](#)

### 1160.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[vlad107's solution](#)

### 1161.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[vlad107's solution](#)

### 1162.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: bitmasks, probabilities

[vlad107's solution](#)

### 1163.

504B

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

Rating: 2000 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: binary search, data structures, math

[vlad107's solution](#)

### 1164.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: dp, strings

[vlad107's solution](#)

### 1165.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2014-11-22 · GNU C++ (first AC) · Tags: binary search, data structures, dp, two pointers  
[vlad107's solution](#)

**1166.**

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: brute force, math  
[vlad107's solution](#)

**1167.**

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: brute force, geometry  
[vlad107's solution](#)

**1168.**

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: brute force, data structures, greedy  
[vlad107's solution](#)

**1169.**

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: games, greedy, sortings  
[vlad107's solution](#)

**1170.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees  
[vlad107's solution](#)

**1171.**

386C

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

Quality: 950 global accepts · Rating: 2000 · first AC: 2014-01-16 · GNU C++ (first AC) · Tags: dp, strings, two pointers  
[vlad107's solution](#)

**1172.**

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: binary search, dp  
[vlad107's solution](#)

**1173.**

345C

[Counting Fridays](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 2000 · first AC: 2013-09-13 · Ada (first AC) · Tags: \*special  
[vlad107's solution](#)

**1174.**

341C

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

Rating: 2000 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: combinatorics, dp, math  
[vlad107's solution](#)

**1175.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2013-08-17 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, dp, trees  
[vlad107's solution](#)

**1176.**

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[vlad107's solution](#)

### 1177.

45E

[Director](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2000 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[vlad107's solution](#)

### 1178.

318D

[Ants](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-06-30 · FPC (first AC) · Tags: dfs and similar

[vlad107's solution](#)

### 1179.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2013-06-14 · FPC (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

### 1180.

315E

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

Rating: 2000 · first AC: 2013-06-08 · FPC (first AC) · Tags: combinatorics, data structures

[vlad107's solution](#)

### 1181.

315D

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

Rating: 2000 · first AC: 2013-06-08 · FPC (first AC) · Tags: dfs and similar, strings

[vlad107's solution](#)

### 1182.

314C

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

Quality: 2,004 global accepts · Rating: 2000 · first AC: 2013-06-07 · FPC (first AC) · Tags: data structures, dp

[vlad107's solution](#)

### 1183.

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2013-06-07 · FPC (first AC) · Tags: binary search, dfs and similar, strings

[vlad107's solution](#)

### 1184.

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: binary search, math, two pointers

[vlad107's solution](#)

### 1185.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2013-04-23 · FPC (first AC) · Tags: brute force

[vlad107's solution](#)

### 1186.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2013-04-17 · FPC (first AC) · Tags: \*special, dfs and similar, hashing, strings

[vlad107's solution](#)

### 1187.

252E

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

Rating: 2000 · first AC: 2013-04-16 · Delphi (first AC) · Tags: dp, number theory

[vlad107's solution](#)

**1188.**

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2013-04-16 · Delphi (first AC) · Tags: dp, greedy, number theory

[vlad107's solution](#)

**1189.**

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,682 global accepts · Rating: 2000 · first AC: 2013-04-12 · Python 2 (first AC) · Tags: combinatorics, dp

[vlad107's solution](#)

**1190.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2013-02-22 · FPC (first AC) · Tags: bitmasks, data structures

[vlad107's solution](#)

**1191.**

263C

[Circle of Numbers](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2000 · first AC: 2013-01-21 · GNU C++ (first AC) · Tags: brute force, dfs and similar, implementation

[vlad107's solution](#)

**1192.**

265E

[Choosing Balls](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-01-20 · FPC (first AC) · Tags: schedules, sortings

[vlad107's solution](#)

**1193.**

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2013-01-20 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

**1194.**

262E

[Maxim and Matrix](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-01-13 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

**1195.**

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2013-01-13 · FPC (first AC) · Tags: constructive algorithms, dp, math

[vlad107's solution](#)

**1196.**

267B

[Dominoes](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2000 · first AC: 2013-01-12 · FPC (first AC) · Tags: dfs and similar, graphs

[vlad107's solution](#)

**1197.**

253D

[Table with Letters - 2](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2000 · first AC: 2013-01-01 · FPC (first AC) · Tags: brute force, two pointers

[vlad107's solution](#)

**1198.**

259E

[Little Elephant and LCM](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-12-24 · FPC (first AC) · Tags: binary search, combinatorics, math

[vlad107's solution](#)

**1199.**

258C

[Little Elephant and LCM](#) · [Tutorial](#)

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2012-12-22 · FPC (first AC) · Tags: binary search, combinatorics, dp, math

[vlad107's solution](#)

**1200.**

245F

[Log Stream Analysis](#) · [Tutorial](#)

Quality: 976 global accepts · Rating: 2000 · first AC: 2012-11-22 · FPC (first AC) · Tags: binary search, brute force, implementation, strings

[vlad107's solution](#)

**1201.**

241C

[Mirror Box](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2000 · first AC: 2012-11-01 · FPC (first AC) · Tags: geometry, implementation

[vlad107's solution](#)

**1202.**

236D

[Let's Play Osu!](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-10-22 · FPC (first AC) · Tags: dp, math, probabilities

[vlad107's solution](#)

**1203.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2012-10-21 · FPC (first AC) · Tags: dp, math, probabilities

[vlad107's solution](#)

**1204.**

228C

[Fractal Detector](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2000 · first AC: 2012-10-01 · FPC (first AC) · Tags: dp, hashing

[vlad107's solution](#)

**1205.**

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2012-08-11 · FPC (first AC) · Tags: dfs and similar, graphs

[vlad107's solution](#)

**1206.**

197D

[Infinite Maze](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-08-11 · FPC (first AC) · Tags: graphs, hashing

[vlad107's solution](#)

**1207.**

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2012-08-10 · FPC (first AC) · Tags: data structures, dsu, graphs

[vlad107's solution](#)

**1208.**

205E

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-08-10 · FPC (first AC) · Tags: brute force, combinatorics, probabilities

[vlad107's solution](#)

**1209.**

194D

[Xor](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-08-10 · FPC (first AC) · Tags: —

[vlad107's solution](#)

### 1210.

214E

[Relay Race](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-08-10 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

### 1211.

102E

[Vectors](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-08-10 · FPC (first AC) · Tags: —

[vlad107's solution](#)

### 1212.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2012-07-30 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

### 1213.

164B

[Ancient Berland Hieroglyphs](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2000 · first AC: 2012-07-15 · FPC (first AC) · Tags: two pointers

[vlad107's solution](#)

### 1214.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2012-07-11 · FPC (first AC) · Tags: math, probabilities

[vlad107's solution](#)

### 1215.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2012-06-03 · FPC (first AC) · Tags: brute force

[vlad107's solution](#)

### 1216.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2012-05-05 · FPC (first AC) · Tags: constructive algorithms, implementation

[vlad107's solution](#)

### 1217.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2012-05-03 · FPC (first AC) · Tags: combinatorics, dp

[vlad107's solution](#)

### 1218.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2012-05-03 · FPC (first AC) · Tags: binary search

[vlad107's solution](#)

### 1219.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2012-05-01 · FPC (first AC) · Tags: brute force, data structures, hashing, strings

[vlad107's solution](#)

### 1220.

182C

[Optimal Sum](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2012-04-24 · FPC (first AC) · Tags: data structures, greedy

[vlad107's solution](#)

**1221.**

63E

[Sweets Game](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2000 · first AC: 2012-02-11 · FPC (first AC) · Tags: bitmasks, dfs and similar, dp, games, implementation

[vlad107's solution](#)

**1222.**

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2012-01-28 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**1223.**

131F

[Present to Mom](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 2000 · first AC: 2012-01-20 · FPC (first AC) · Tags: binary search, two pointers

[vlad107's solution](#)

**1224.**

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2012-01-18 · FPC (first AC) · Tags: constructive algorithms, greedy

[vlad107's solution](#)

**1225.**

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2011-12-27 · FPC (first AC) · Tags: dfs and similar, graphs

[vlad107's solution](#)

**1226.**

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2011-12-27 · last AC: 2011-12-27 · FPC (first AC) · Tags: dfs and similar, graphs

[vlad107's solution](#)

**1227.**

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2011-12-26 · FPC (first AC) · Tags: data structures, implementation, strings

[vlad107's solution](#)

**1228.**

129E

[Games with Rectangle](#) · [Tutorial](#)

Rating: 2000 · first AC: 2011-11-17 · FPC (first AC) · Tags: combinatorics, dp

[vlad107's solution](#)

**1229.**

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2011-11-15 · FPC (first AC) · Tags: combinatorics, dp

[vlad107's solution](#)

**1230.**

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2011-10-14 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

**1231.**

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2011-08-29 · FPC (first AC) · Tags: constructive algorithms, sortings

[vlad107's solution](#)

### 1232.

47C

[Crossword](#) · [Tutorial](#)

Quality: 868 global accepts · Rating: 2000 · first AC: 2011-06-21 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

### 1233.

73B

[Need For Brake](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2000 · first AC: 2011-06-13 · FPC (first AC) · Tags: binary search, greedy, sortings

[vlad107's solution](#)

### 1234.

69C

[Game](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2000 · first AC: 2011-06-13 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

### 1235.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2011-06-12 · FPC (first AC) · Tags: dp, games, math

[vlad107's solution](#)

### 1236.

26C

[Parquet](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2000 · first AC: 2011-06-11 · FPC (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[vlad107's solution](#)

### 1237.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2011-06-10 · FPC (first AC) · Tags: bitmasks, dp

[vlad107's solution](#)

### 1238.

88E

[Interesting Game](#) · [Tutorial](#)

Rating: 2000 · first AC: 2011-06-07 · FPC (first AC) · Tags: —

[vlad107's solution](#)

### 1239.

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2011-06-02 · FPC (first AC) · Tags: geometry, graphs, shortest paths, sortings

[vlad107's solution](#)

### 1240.

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2011-06-02 · FPC (first AC) · Tags: dp, games, number theory

[vlad107's solution](#)

### 1241.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2000 · first AC: 2011-06-01 · FPC (first AC) · Tags: number theory

[vlad107's solution](#)

### 1242.

59D

[Team Arrangement](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2000 · first AC: 2011-06-01 · FPC (first AC) · Tags: constructive algorithms, greedy, implementation

[vlad107's solution](#)

### 1243.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2011-06-01 · FPC (first AC) · Tags: graphs, shortest paths

[vlad107's solution](#)

### 1244.

34E

[Collisions](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2000 · first AC: 2011-05-28 · FPC (first AC) · Tags: brute force, implementation, math

[vlad107's solution](#)

### 1245.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-05-24 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

### 1246.

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2011-05-24 · FPC (first AC) · Tags: data structures, dfs and similar, sortings

[vlad107's solution](#)

### 1247.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2011-04-26 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[vlad107's solution](#)

### 1248.

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2011-03-16 · FPC (first AC) · Tags: geometry, implementation

[vlad107's solution](#)

### 1249.

61C

[Capture Valerian](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2000 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: math

[vlad107's solution](#)

### 1250.

31D

[Chocolate](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2000 · first AC: 2011-03-12 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[vlad107's solution](#)

### 1251.

66E

[Petya and Post](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2000 · first AC: 2011-03-10 · FPC (first AC) · Tags: data structures, dp

[vlad107's solution](#)

### 1252.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2011-03-04 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, trees

[vlad107's solution](#)

### 1253.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2011-03-03 · GNU C++ (first AC) · Tags: brute force, dp, number theory

[vlad107's solution](#)

### 1254.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2000 · first AC: 2011-03-02 · GNU C++ (first AC) · Tags: dp

[vlad107's solution](#)

### 1255.

18D

[Seller Bob](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2000 · first AC: 2011-03-02 · GNU C++ (first AC) · Tags: brute force, dp, greedy

[vlad107's solution](#)

### 1256.

58D

[Calendar](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2011-01-31 · last AC: 2011-02-02 · Delphi (first AC) · Tags: greedy, strings

[vlad107's solution](#)

### 1257.

43D

[Journey](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2000 · first AC: 2011-01-13 · FPC (first AC) · Tags: brute force, constructive algorithms, implementation

[vlad107's solution](#)

### 1258.

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2000 · first AC: 2011-01-11 · FPC (first AC) · Tags: dp, math, probabilities

[vlad107's solution](#)

### 1259.

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2010-12-20 · FPC (first AC) · Tags: geometry

[vlad107's solution](#)

### 1260.

44J

[Triminoes](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2000 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[vlad107's solution](#)

### 1261.

39A

[C\\*++ Calculations](#) · [Tutorial](#)

Quality: 794 global accepts · Rating: 2000 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: expression parsing, greedy

[vlad107's solution](#)

### 1262.

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: dp, games

[vlad107's solution](#)

### 1263.

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2010-11-17 · Delphi (first AC) · Tags: implementation, math

[vlad107's solution](#)

### 1264.

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,539 global accepts · Rating: 2000 · first AC: 2010-11-17 · GNU C++ (first AC) · Tags: binary search, dp, sortings

[vlad107's solution](#)

**1265.**

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2010-11-02 · GNU C++ (first AC) · Tags: math

[vlad107's solution](#)

**1266.**

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,838 global accepts · Rating: 2000 · first AC: 2010-11-17 · GNU C++ (first AC) · Tags: games

[vlad107's solution](#)

**1267.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2010-05-31 · FPC (first AC) · Tags: dp, math

[vlad107's solution](#)

**1268.**

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[vlad107's solution](#)

**1269.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[vlad107's solution](#)

**1270.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[vlad107's solution](#)

**1271.**

771C

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

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[vlad107's solution](#)

**1272.**

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: \*special

[vlad107's solution](#)

**1273.**

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[vlad107's solution](#)

**1274.**

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: dp

[vlad107's solution](#)

**1275.**

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math

[vlad107's solution](#)

**1276.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: data structures, dp, math

[vlad107's solution](#)

**1277.**

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[vlad107's solution](#)

**1278.**

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: binary search, math

[vlad107's solution](#)

**1279.**

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-27 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[vlad107's solution](#)

**1280.**

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,310 global accepts · Rating: 2100 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: flows, graphs, math

[vlad107's solution](#)

**1281.**

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: greedy, two pointers

[vlad107's solution](#)

**1282.**

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation

[vlad107's solution](#)

**1283.**

498C

[Array and Operations](#) · [Tutorial](#)

Quality: 4,188 global accepts · Rating: 2100 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: flows, graph matchings, number theory

[vlad107's solution](#)

**1284.**

497C

[Distributing Parts](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[vlad107's solution](#)

**1285.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: binary search, math, sortings, two pointers

[vlad107's solution](#)

**1286.**

466E

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

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, trees  
[vlad107's solution](#)

### 1287.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: combinatorics, dp  
[vlad107's solution](#)

### 1288.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: dp  
[vlad107's solution](#)

### 1289.

386D

[Game with Points](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2100 · first AC: 2014-01-16 · GNU C++ (first AC) · Tags: dp, graphs, implementation, shortest paths  
[vlad107's solution](#)

### 1290.

345B

[Triskaidekaphobia](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2100 · first AC: 2013-09-13 · Ada (first AC) · Tags: \*special  
[vlad107's solution](#)

### 1291.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: brute force, geometry  
[vlad107's solution](#)

### 1292.

336D

[Vasily the Bear and Beautiful Strings](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2100 · first AC: 2013-08-10 · GNU C++ (first AC) · Tags: combinatorics, math, number theory  
[vlad107's solution](#)

### 1293.

320E

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

Rating: 2100 · first AC: 2013-06-30 · FPC (first AC) · Tags: dp  
[vlad107's solution](#)

### 1294.

322E

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

Rating: 2100 · first AC: 2013-06-30 · FPC (first AC) · Tags: divide and conquer  
[vlad107's solution](#)

### 1295.

321C

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

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2013-06-28 · FPC (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees  
[vlad107's solution](#)

### 1296.

319C

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

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2013-06-23 · FPC (first AC) · Tags: dp, geometry  
[vlad107's solution](#)

### 1297.

302D

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

Rating: 2100 · first AC: 2013-06-07 · FPC (first AC) · Tags: binary search, dfs and similar, dp, shortest paths

[vlad107's solution](#)

### 1298.

301B

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

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2013-06-07 · FPC (first AC) · Tags: binary search, graphs, shortest paths

[vlad107's solution](#)

### 1299.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 2100 · first AC: 2013-06-07 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

### 1300.

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2013-05-17 · FPC (first AC) · Tags: dp, two pointers

[vlad107's solution](#)

### 1301.

306C

[White, Black and White Again](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2100 · first AC: 2013-05-16 · Python 2 (first AC) · Tags: combinatorics, number theory

[vlad107's solution](#)

### 1302.

306B

[Optimizer](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2100 · first AC: 2013-05-14 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[vlad107's solution](#)

### 1303.

296E

[Greg and Friends](#) · [Tutorial](#)

Rating: 2100 · first AC: 2013-04-12 · Delphi (first AC) · Tags: combinatorics, dfs and similar, dp

[vlad107's solution](#)

### 1304.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2013-04-12 · Delphi (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[vlad107's solution](#)

### 1305.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2013-04-08 · GNU C++ (first AC) · Tags: dp

[vlad107's solution](#)

### 1306.

284E

[Coin Troubles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2013-04-08 · GNU C++ (first AC) · Tags: dfs and similar, dp

[vlad107's solution](#)

### 1307.

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2013-03-23 · FPC (first AC) · Tags: dp, games

[vlad107's solution](#)

### 1308.

287E

[Main Sequence](#) · [Tutorial](#)

Rating: 2100 · first AC: 2013-03-23 · FPC (first AC) · Tags: data structures, greedy

[vlad107's solution](#)

### 1309.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2013-03-23 · FPC (first AC) · Tags: greedy, implementation

[vlad107's solution](#)

### 1310.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2013-02-22 · FPC (first AC) · Tags: dfs and similar, graphs, greedy

[vlad107's solution](#)

### 1311.

270E

[Flawed Flow](#) · [Tutorial](#)

Rating: 2100 · first AC: 2013-02-01 · FPC (first AC) · Tags: dfs and similar, sortings

[vlad107's solution](#)

### 1312.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2013-02-01 · FPC (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[vlad107's solution](#)

### 1313.

268E

[Playlist](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 2100 · first AC: 2013-01-28 · FPC (first AC) · Tags: math, probabilities, sortings

[vlad107's solution](#)

### 1314.

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2013-01-23 · last AC: 2013-01-23 · FPC (first AC) · Tags: constructive algorithms, greedy, math

[vlad107's solution](#)

### 1315.

254E

[Dormitory](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2100 · first AC: 2012-12-31 · last AC: 2012-12-31 · FPC (first AC) · Tags: dp, implementation

[vlad107's solution](#)

### 1316.

260D

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

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees

[vlad107's solution](#)

### 1317.

239E

[World Eater Brothers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2012-11-13 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

### 1318.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[vlad107's solution](#)

### 1319.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2012-10-07 · FPC (first AC) · Tags: constructive algorithms, greedy  
[vlad107's solution](#)

### 1320.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2012-10-02 · FPC (first AC) · Tags: math, number theory  
[vlad107's solution](#)

### 1321.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2012-10-01 · FPC (first AC) · Tags: dp, greedy, two pointers  
[vlad107's solution](#)

### 1322.

228D

[Zigzag](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2100 · first AC: 2012-10-01 · FPC (first AC) · Tags: data structures  
[vlad107's solution](#)

### 1323.

221E

[Little Elephant and Shifts](#) · [Tutorial](#)

Rating: 2100 · first AC: 2012-09-02 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

### 1324.

220C

[Little Elephant and Shifts](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2012-09-02 · GNU C++ (first AC) · Tags: data structures  
[vlad107's solution](#)

### 1325.

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2012-08-29 · FPC (first AC) · Tags: geometry, ternary search  
[vlad107's solution](#)

### 1326.

218D

[Blackboard Fibonacci](#) · [Tutorial](#)

Rating: 2100 · first AC: 2012-08-28 · Delphi (first AC) · Tags: implementation  
[vlad107's solution](#)

### 1327.

217B

[Blackboard Fibonacci](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2012-08-18 · FPC (first AC) · Tags: brute force, math  
[vlad107's solution](#)

### 1328.

215E

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

Quality: 672 global accepts · Rating: 2100 · first AC: 2012-08-10 · FPC (first AC) · Tags: combinatorics, dp, number theory  
[vlad107's solution](#)

### 1329.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2012-08-10 · FPC (first AC) · Tags: data structures, dsu, graphs, hashing, sortings  
[vlad107's solution](#)

### 1330.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2012-08-10 · FPC (first AC) · Tags: binary search, data structures, dfs and similar, trees

[vlad107's solution](#)

**1331.**

215C

[Crosses](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2100 · first AC: 2012-08-06 · FPC (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

**1332.**

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,027 global accepts · Rating: 2100 · first AC: 2012-05-06 · FPC (first AC) · Tags: geometry, sortings

[vlad107's solution](#)

**1333.**

38F

[Smart Boy](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2100 · first AC: 2012-03-17 · FPC (first AC) · Tags: dp, games, strings

[vlad107's solution](#)

**1334.**

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2012-03-17 · Delphi (first AC) · Tags: data structures, dsu, trees

[vlad107's solution](#)

**1335.**

132B

[Piet](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2100 · first AC: 2012-01-29 · last AC: 2012-01-29 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

**1336.**

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2012-01-22 · FPC (first AC) · Tags: combinatorics, dp, math

[vlad107's solution](#)

**1337.**

132D

[Constants in the language of Shakespeare](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2100 · first AC: 2012-01-21 · FPC (first AC) · Tags: constructive algorithms, dp, greedy

[vlad107's solution](#)

**1338.**

129D

[String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2011-11-17 · FPC (first AC) · Tags: implementation, string suffix structures, strings

[vlad107's solution](#)

**1339.**

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2011-11-17 · FPC (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[vlad107's solution](#)

**1340.**

112E

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

Rating: 2100 · first AC: 2011-09-22 · GNU C++ (first AC) · Tags: bitmasks, dp

[vlad107's solution](#)

**1341.**

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2011-09-22 · GNU C++ (first AC) · Tags: bitmasks, dp, dsu

[vlad107's solution](#)

**1342.**

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2011-08-27 · FPC (first AC) · Tags: brute force, data structures, sortings

[vlad107's solution](#)

**1343.**

104E

[Time to Raid Cowavans](#) · [Tutorial](#)

Rating: 2100 · first AC: 2011-08-27 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1344.**

48E

[Ivan the Fool VS Gorynych the Dragon](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2100 · first AC: 2011-07-17 · FPC (first AC) · Tags: dp, games, graphs

[vlad107's solution](#)

**1345.**

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2011-07-16 · FPC (first AC) · Tags: greedy, two pointers

[vlad107's solution](#)

**1346.**

80E

[Beavermuncher-0xFF](#) · [Tutorial](#)

Rating: 2100 · first AC: 2011-06-14 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1347.**

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2011-06-14 · FPC (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[vlad107's solution](#)

**1348.**

81D

[Polycarp's Picture Gallery](#) · [Tutorial](#)

Quality: 805 global accepts · Rating: 2100 · first AC: 2011-06-10 · FPC (first AC) · Tags: constructive algorithms, greedy

[vlad107's solution](#)

**1349.**

60C

[Mushroom Strife](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2100 · first AC: 2011-06-07 · FPC (first AC) · Tags: brute force, dfs and similar

[vlad107's solution](#)

**1350.**

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2011-05-29 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

**1351.**

35E

[Parade](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2100 · first AC: 2011-05-28 · FPC (first AC) · Tags: data structures, sortings

[vlad107's solution](#)

**1352.**

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2011-05-15 · FPC (first AC) · Tags: binary search, geometry

[vlad107's solution](#)

**1353.**

74C

[Chessboard Billiard](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2100 · first AC: 2011-05-15 · FPC (first AC) · Tags: dfs and similar, dsu, graphs, number theory

[vlad107's solution](#)

**1354.**

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2011-03-16 · last AC: 2011-03-16 · FPC (first AC) · Tags: geometry, math

[vlad107's solution](#)

**1355.**

56D

[Changing a String](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2011-01-21 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

**1356.**

54D

[Writing a Song](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2100 · first AC: 2011-01-11 · FPC (first AC) · Tags: brute force, dp, strings

[vlad107's solution](#)

**1357.**

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2010-12-20 · FPC (first AC) · Tags: binary search, dp, probabilities

[vlad107's solution](#)

**1358.**

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2010-12-24 · FPC (first AC) · Tags: dp, sortings

[vlad107's solution](#)

**1359.**

12E

[Start of the session](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2100 · first AC: 2010-11-12 · GNU C++ (first AC) · Tags: constructive algorithms

[vlad107's solution](#)

**1360.**

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[vlad107's solution](#)

**1361.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[vlad107's solution](#)

**1362.**

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[vlad107's solution](#)

**1363.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · last AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[vlad107's solution](#)

### 1364.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[vlad107's solution](#)

### 1365.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-27 · last AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[vlad107's solution](#)

### 1366.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-01-28 · last AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[vlad107's solution](#)

### 1367.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-07 · last AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[vlad107's solution](#)

### 1368.

618D

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

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

[vlad107's solution](#)

### 1369.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: data structures, trees

[vlad107's solution](#)

### 1370.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[vlad107's solution](#)

### 1371.

593C

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

Quality: 325 global accepts · Rating: 2200 · first AC: 2015-11-05 · last AC: 2015-11-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[vlad107's solution](#)

### 1372.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures

[vlad107's solution](#)

### 1373.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[vlad107's solution](#)

### 1374.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[vlad107's solution](#)

### 1375.

549C

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

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: games

[vlad107's solution](#)

### 1376.

550E

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

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-04 · last AC: 2015-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[vlad107's solution](#)

### 1377.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[vlad107's solution](#)

### 1378.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: graphs, math

[vlad107's solution](#)

### 1379.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: greedy, math

[vlad107's solution](#)

### 1380.

45B

[School](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2200 · first AC: 2013-08-22 · GNU C++ (first AC) · Tags: dp, dsu

[vlad107's solution](#)

### 1381.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2013-08-22 · GNU C++ (first AC) · Tags: number theory

[vlad107's solution](#)

### 1382.

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2013-08-17 · GNU C++ (first AC) · Tags: brute force, number theory, trees

[vlad107's solution](#)

### 1383.

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: brute force, dp, number theory

[vlad107's solution](#)

### 1384.

323B

[Tournament-graph](#) · [Tutorial](#)

Quality: 470 global accepts · Rating: 2200 · first AC: 2013-07-02 · FPC (first AC) · Tags: constructive algorithms, graphs  
[vlad107's solution](#)

### 1385.

301D

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

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2013-06-07 · FPC (first AC) · Tags: data structures  
[vlad107's solution](#)

### 1386.

36C

[Bowls](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2200 · first AC: 2013-04-01 · FPC (first AC) · Tags: geometry, implementation  
[vlad107's solution](#)

### 1387.

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2013-03-23 · FPC (first AC) · Tags: bitmasks, data structures, trees  
[vlad107's solution](#)

### 1388.

287D

[Shifting](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-03-23 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

### 1389.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2013-03-23 · FPC (first AC) · Tags: implementation  
[vlad107's solution](#)

### 1390.

281E

[Game on Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-03-12 · FPC (first AC) · Tags: math  
[vlad107's solution](#)

### 1391.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2013-03-12 · FPC (first AC) · Tags: implementation, math, probabilities, trees  
[vlad107's solution](#)

### 1392.

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-02-18 · GNU C++ (first AC) · Tags: graphs, greedy  
[vlad107's solution](#)

### 1393.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2013-02-18 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, graphs  
[vlad107's solution](#)

### 1394.

257E

[Greedy Elevator](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 2200 · first AC: 2013-02-03 · GNU C++ (first AC) · Tags: data structures, implementation  
[vlad107's solution](#)

### 1395.

253E

[Printer](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2200 · first AC: 2013-01-01 · Delphi (first AC) · Tags: binary search, data structures, implementation,

sortings

[vlad107's solution](#)

**1396.**

255E

[Furlo and Rublo and Game](#) · [Tutorial](#)

Quality: 977 global accepts · Rating: 2200 · first AC: 2012-12-16 · FPC (first AC) · Tags: games, implementation, math

[vlad107's solution](#)

**1397.**

256C

[Furlo and Rublo and Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2012-12-16 · FPC (first AC) · Tags: games

[vlad107's solution](#)

**1398.**

245G

[Suggested Friends](#) · [Tutorial](#)

Quality: 545 global accepts · Rating: 2200 · first AC: 2012-11-22 · GNU C++ (first AC) · Tags: brute force, graphs

[vlad107's solution](#)

**1399.**

182A

[Battlefield](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2200 · first AC: 2012-04-24 · FPC (first AC) · Tags: geometry, graphs, implementation, shortest paths

[vlad107's solution](#)

**1400.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2012-03-17 · Delphi (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[vlad107's solution](#)

**1401.**

134C

[Swaps](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2200 · first AC: 2012-02-04 · FPC (first AC) · Tags: constructive algorithms, graphs, greedy

[vlad107's solution](#)

**1402.**

138C

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

Quality: 963 global accepts · Rating: 2200 · first AC: 2012-01-29 · FPC (first AC) · Tags: binary search, data structures, probabilities, sortings

[vlad107's solution](#)

**1403.**

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2012-01-28 · last AC: 2012-01-28 · FPC (first AC) · Tags: brute force, math, number theory

[vlad107's solution](#)

**1404.**

120I

[Luck is in Numbers](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2200 · first AC: 2011-10-18 · FPC (first AC) · Tags: greedy

[vlad107's solution](#)

**1405.**

73D

[FreeDiv](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2200 · first AC: 2011-08-21 · FPC (first AC) · Tags: dfs and similar, graphs, greedy

[vlad107's solution](#)

**1406.**

68C

[Synchrophasotron](#) · [Tutorial](#)

Quality: 353 global accepts · Rating: 2200 · first AC: 2011-08-02 · FPC (first AC) · Tags: brute force

[vlad107's solution](#)

### 1407.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2011-07-17 · FPC (first AC) · Tags: dsu, graphs, sortings, trees

[vlad107's solution](#)

### 1408.

86B

[Tetris revisited](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2200 · first AC: 2011-07-15 · FPC (first AC) · Tags: constructive algorithms, graph matchings, greedy, math

[vlad107's solution](#)

### 1409.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2011-07-12 · last AC: 2011-07-12 · FPC (first AC) · Tags: data structures, implementation, math, two pointers

[vlad107's solution](#)

### 1410.

65D

[Harry Potter and the Sorting Hat](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2200 · first AC: 2011-06-22 · FPC (first AC) · Tags: brute force, dfs and similar, hashing

[vlad107's solution](#)

### 1411.

71E

[Nuclear Fusion](#) · [Tutorial](#)

Quality: 943 global accepts · Rating: 2200 · first AC: 2011-06-17 · FPC (first AC) · Tags: bitmasks, dp

[vlad107's solution](#)

### 1412.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2011-06-14 · FPC (first AC) · Tags: combinatorics, dp, probabilities

[vlad107's solution](#)

### 1413.

71D

[Solitaire](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2011-06-13 · FPC (first AC) · Tags: brute force, implementation

[vlad107's solution](#)

### 1414.

85C

[Petya and Tree](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2200 · first AC: 2011-06-11 · FPC (first AC) · Tags: binary search, dfs and similar, probabilities, sortings, trees

[vlad107's solution](#)

### 1415.

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2011-06-07 · FPC (first AC) · Tags: implementation

[vlad107's solution](#)

### 1416.

70C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2011-06-04 · FPC (first AC) · Tags: binary search, data structures, sortings, two pointers

[vlad107's solution](#)

**1417.**

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2011-06-03 · FPC (first AC) · Tags: greedy, hashing, string suffix structures  
[vlad107's solution](#)

**1418.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2011-06-02 · FPC (first AC) · Tags: bitmasks, dp, graphs  
[vlad107's solution](#)

**1419.**

47D

[Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2011-05-14 · FPC (first AC) · Tags: brute force  
[vlad107's solution](#)

**1420.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2011-04-09 · GNU C++ (first AC) · Tags: dp, sortings  
[vlad107's solution](#)

**1421.**

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2011-03-03 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs  
[vlad107's solution](#)

**1422.**

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2011-01-28 · last AC: 2011-01-28 · FPC (first AC) · Tags: hashing, strings  
[vlad107's solution](#)

**1423.**

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2011-01-21 · FPC (first AC) · Tags: binary search, data structures, sortings  
[vlad107's solution](#)

**1424.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2011-01-10 · FPC (first AC) · Tags: data structures  
[vlad107's solution](#)

**1425.**

51D

[Geometrical problem](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2010-12-28 · FPC (first AC) · Tags: implementation  
[vlad107's solution](#)

**1426.**

42C

[Safe cracking](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2200 · first AC: 2010-11-18 · FPC (first AC) · Tags: brute force, constructive algorithms  
[vlad107's solution](#)

**1427.**

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2010-12-19 · last AC: 2010-12-19 · FPC (first AC) · Tags: hashing, strings  
[vlad107's solution](#)

**1428.**

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities  
[vlad107's solution](#)

**1429.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math  
[vlad107's solution](#)

**1430.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: data structures, math, matrices  
[vlad107's solution](#)

**1431.**

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory  
[vlad107's solution](#)

**1432.**

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dp  
[vlad107's solution](#)

**1433.**

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees  
[vlad107's solution](#)

**1434.**

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees  
[vlad107's solution](#)

**1435.**

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: combinatorics, dp  
[vlad107's solution](#)

**1436.**

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy  
[vlad107's solution](#)

**1437.**

549B

[Looksery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[vlad107's solution](#)

**1438.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-30 · GNU C++11 (first AC) · Tags: dp, trees

[vlad107's solution](#)

**1439.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[vlad107's solution](#)

**1440.**

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures

[vlad107's solution](#)

**1441.**

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: flows, graph matchings

[vlad107's solution](#)

**1442.**

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2014-11-22 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[vlad107's solution](#)

**1443.**

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2014-08-20 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math

[vlad107's solution](#)

**1444.**

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: dp

[vlad107's solution](#)

**1445.**

46F

[Hercule Poirot Problem](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2300 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: dsu, graphs

[vlad107's solution](#)

**1446.**

124E

[Brackets](#) · [Tutorial](#)

Rating: 2300 · first AC: 2013-07-01 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1447.**

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2013-06-14 · FPC (first AC) · Tags: dp, games

[vlad107's solution](#)

**1448.**

313E

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

Quality: 599 global accepts · Rating: 2300 · first AC: 2013-06-07 · FPC (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[vlad107's solution](#)

**1449.**

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2013-04-25 · last AC: 2013-04-25 · FPC (first AC) · Tags: binary search, math, number theory

[vlad107's solution](#)

### 1450.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2013-04-07 · Delphi (first AC) · Tags: dp, trees

[vlad107's solution](#)

### 1451.

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2013-01-28 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

### 1452.

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2012-12-31 · FPC (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths

[vlad107's solution](#)

### 1453.

213D

[Stars](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2012-08-10 · FPC (first AC) · Tags: constructive algorithms, geometry

[vlad107's solution](#)

### 1454.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2012-08-10 · FPC (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[vlad107's solution](#)

### 1455.

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2012-03-17 · FPC (first AC) · Tags: data structures

[vlad107's solution](#)

### 1456.

40C

[Berland Square](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 2300 · first AC: 2012-03-17 · FPC (first AC) · Tags: implementation, math

[vlad107's solution](#)

### 1457.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2012-03-10 · FPC (first AC) · Tags: graphs, hashing, sortings

[vlad107's solution](#)

### 1458.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2012-02-24 · FPC (first AC) · Tags: dp, math

[vlad107's solution](#)

### 1459.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2012-02-12 · FPC (first AC) · Tags: combinatorics, dp, greedy

[vlad107's solution](#)

**1460.**

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2012-02-11 · Delphi (first AC) · Tags: string suffix structures, strings  
[vlad107's solution](#)

**1461.**

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2011-07-16 · FPC (first AC) · Tags: binary search, data structures, dp  
[vlad107's solution](#)

**1462.**

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2011-06-23 · FPC (first AC) · Tags: combinatorics, dsu, graphs  
[vlad107's solution](#)

**1463.**

92E

[Ski Base](#) · [Tutorial](#)

Rating: 2300 · first AC: 2011-06-23 · FPC (first AC) · Tags: data structures, dsu, graphs  
[vlad107's solution](#)

**1464.**

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2011-06-19 · FPC (first AC) · Tags: dp  
[vlad107's solution](#)

**1465.**

37D

[Lesson Timetable](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2300 · first AC: 2011-06-18 · FPC (first AC) · Tags: combinatorics, dp, math  
[vlad107's solution](#)

**1466.**

77D

[Domino Carpet](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2011-06-18 · FPC (first AC) · Tags: dp, implementation  
[vlad107's solution](#)

**1467.**

78E

[Evacuation](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2300 · first AC: 2011-06-18 · FPC (first AC) · Tags: flows, graphs, shortest paths  
[vlad107's solution](#)

**1468.**

89C

[Chip Play](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2300 · first AC: 2011-06-18 · FPC (first AC) · Tags: brute force, data structures, implementation  
[vlad107's solution](#)

**1469.**

90D

[Widget Library](#) · [Tutorial](#)

Rating: 2300 · first AC: 2011-06-18 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1470.**

89B

[Widget Library](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2011-06-18 · FPC (first AC) · Tags: dp, expression parsing, graphs, implementation  
[vlad107's solution](#)

**1471.**

90E

[Chip Play](#) · [Tutorial](#)

Rating: 2300 · first AC: 2011-06-17 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1472.**

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2011-06-12 · FPC (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[vlad107's solution](#)

**1473.**

43E

[Race](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2300 · first AC: 2011-06-07 · FPC (first AC) · Tags: brute force, implementation, two pointers

[vlad107's solution](#)

**1474.**

78D

[Archer's Shot](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 2300 · first AC: 2011-06-02 · FPC (first AC) · Tags: binary search, geometry, math, two pointers

[vlad107's solution](#)

**1475.**

36D

[New Game with a Chess Piece](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2300 · first AC: 2011-05-28 · FPC (first AC) · Tags: games

[vlad107's solution](#)

**1476.**

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2011-05-24 · FPC (first AC) · Tags: binary search, brute force, data structures, implementation

[vlad107's solution](#)

**1477.**

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2300 · first AC: 2011-03-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[vlad107's solution](#)

**1478.**

62D

[Wormhouse](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2300 · first AC: 2011-02-25 · FPC (first AC) · Tags: dfs and similar, graphs

[vlad107's solution](#)

**1479.**

9E

[Interesting graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2011-01-29 · Delphi (first AC) · Tags: dfs and similar, dsu, graphs

[vlad107's solution](#)

**1480.**

50E

[Square Equation Roots](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2010-12-22 · last AC: 2010-12-22 · FPC (first AC) · Tags: math

[vlad107's solution](#)

**1481.**

42D

[Strange town](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 2300 · first AC: 2010-11-23 · FPC (first AC) · Tags: constructive algorithms, math

[vlad107's solution](#)

**1482.**

44I

[Toys](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 2300 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: brute force, combinatorics

[vlad107's solution](#)

**1483.**

24E

[Berland collider](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2300 · first AC: 2010-08-05 · last AC: 2010-08-05 · GNU C++ (first AC) · Tags: binary search

[vlad107's solution](#)

**1484.**

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[vlad107's solution](#)

**1485.**

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[vlad107's solution](#)

**1486.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[vlad107's solution](#)

**1487.**

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[vlad107's solution](#)

**1488.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[vlad107's solution](#)

**1489.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[vlad107's solution](#)

**1490.**

1633E

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

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[vlad107's solution](#)

**1491.**

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees

[vlad107's solution](#)

**1492.**

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[vlad107's solution](#)

**1493.**

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[vlad107's solution](#)

**1494.**

668C

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

Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: math, probabilities

[vlad107's solution](#)

**1495.**

626F

[Group Projects](#) · [Tutorial](#)

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

[vlad107's solution](#)

**1496.**

582C

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

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: number theory

[vlad107's solution](#)

**1497.**

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dfs and similar

[vlad107's solution](#)

**1498.**

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[vlad107's solution](#)

**1499.**

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-24 · last AC: 2014-12-24 · GNU C++0x (first AC) · Tags: dp, probabilities, two pointers

[vlad107's solution](#)

**1500.**

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: data structures, dp, number theory

[vlad107's solution](#)

**1501.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: data structures, dp, greedy

[vlad107's solution](#)

**1502.**

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp

[vlad107's solution](#)

### 1503.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2014-07-13 · last AC: 2014-07-14 · GNU C++ (first AC) · Tags: data structures, math, number theory

[vlad107's solution](#)

### 1504.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees

[vlad107's solution](#)

### 1505.

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: dp

[vlad107's solution](#)

### 1506.

330E

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

Rating: 2400 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

### 1507.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: constructive algorithms

[vlad107's solution](#)

### 1508.

331C2

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2400 · first AC: 2013-07-19 · GNU C++ (first AC) · Tags: dp

[vlad107's solution](#)

### 1509.

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2013-07-02 · FPC (first AC) · Tags: data structures

[vlad107's solution](#)

### 1510.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2013-06-30 · FPC (first AC) · Tags: divide and conquer

[vlad107's solution](#)

### 1511.

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2013-06-09 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

### 1512.

299E

[Cube Problem](#) · [Tutorial](#)

Rating: 2400 · first AC: 2013-04-23 · FPC (first AC) · Tags: —

[vlad107's solution](#)

### 1513.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2013-04-23 · FPC (first AC) · Tags: brute force, math, number theory

[vlad107's solution](#)

**1514.**

26E

[Multithreading](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2013-04-22 · FPC (first AC) · Tags: constructive algorithms

[vlad107's solution](#)

**1515.**

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2013-04-22 · FPC (first AC) · Tags: dp, math, probabilities

[vlad107's solution](#)

**1516.**

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2013-04-03 · FPC (first AC) · Tags: combinatorics, dfs and similar, trees

[vlad107's solution](#)

**1517.**

51E

[Pentagon](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2400 · first AC: 2013-04-01 · last AC: 2013-04-01 · Delphi (first AC) · Tags: combinatorics, graphs, matrices

[vlad107's solution](#)

**1518.**

32E

[Hide-and-Seek](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2400 · first AC: 2013-03-31 · FPC (first AC) · Tags: geometry, implementation

[vlad107's solution](#)

**1519.**

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2013-03-31 · FPC (first AC) · Tags: combinatorics, math, probabilities

[vlad107's solution](#)

**1520.**

258E

[Little Elephant and Tree](#) · [Tutorial](#)

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2012-12-22 · FPC (first AC) · Tags: data structures, dfs and similar, trees

[vlad107's solution](#)

**1521.**

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2012-12-17 · FPC (first AC) · Tags: data structures

[vlad107's solution](#)

**1522.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2012-11-22 · last AC: 2012-11-22 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[vlad107's solution](#)

**1523.**

220E

[Little Elephant and Inversions](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2012-09-02 · FPC (first AC) · Tags: data structures, two pointers

[vlad107's solution](#)

**1524.**

199E

[Delivering Carcinogen](#) · [Tutorial](#)

Rating: 2400 · first AC: 2012-08-11 · FPC (first AC) · Tags: binary search, geometry

[vlad107's solution](#)

**1525.**

198C

[Delivering Carcinogen](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2400 · first AC: 2012-08-11 · FPC (first AC) · Tags: binary search, geometry

[vlad107's solution](#)

**1526.**

164C

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

Quality: 982 global accepts · Rating: 2400 · first AC: 2012-07-15 · FPC (first AC) · Tags: flows, graphs

[vlad107's solution](#)

**1527.**

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2012-07-12 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

**1528.**

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2012-02-11 · FPC (first AC) · Tags: data structures

[vlad107's solution](#)

**1529.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2012-01-22 · FPC (first AC) · Tags: data structures

[vlad107's solution](#)

**1530.**

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2011-08-27 · FPC (first AC) · Tags: bitmasks, dp

[vlad107's solution](#)

**1531.**

108E

[Arrangement](#) · [Tutorial](#)

Rating: 2400 · first AC: 2011-08-27 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1532.**

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2011-06-23 · FPC (first AC) · Tags: bitmasks, graph matchings, graphs

[vlad107's solution](#)

**1533.**

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2400 · first AC: 2011-06-14 · FPC (first AC) · Tags: binary search, data structures, dp, hashing

[vlad107's solution](#)

**1534.**

84E

[Track](#) · [Tutorial](#)

Rating: 2400 · first AC: 2011-06-12 · FPC (first AC) · Tags: brute force, shortest paths

[vlad107's solution](#)

**1535.**

83C

[Track](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2400 · first AC: 2011-06-12 · FPC (first AC) · Tags: graphs, greedy, shortest paths

[vlad107's solution](#)

### 1536.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2011-06-12 · last AC: 2011-06-12 · FPC (first AC) · Tags: dp, math, number theory

[vlad107's solution](#)

### 1537.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2011-06-10 · FPC (first AC) · Tags: number theory

[vlad107's solution](#)

### 1538.

75E

[Ship's Shortest Path](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2400 · first AC: 2011-06-03 · FPC (first AC) · Tags: geometry, shortest paths

[vlad107's solution](#)

### 1539.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2011-06-01 · FPC (first AC) · Tags: data structures

[vlad107's solution](#)

### 1540.

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2011-03-21 · FPC (first AC) · Tags: graphs, shortest paths

[vlad107's solution](#)

### 1541.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2400 · first AC: 2011-03-12 · GNU C++ (first AC) · Tags: dp

[vlad107's solution](#)

### 1542.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2010-05-05 · GNU C++ (first AC) · Tags: data structures, sortings

[vlad107's solution](#)

### 1543.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: combinatorics, strings

[vlad107's solution](#)

### 1544.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[vlad107's solution](#)

### 1545.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: binary search, implementation, sortings, two pointers

[vlad107's solution](#)

### 1546.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs,

greedy

[vlad107's solution](#)

**1547.**

555D

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

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[vlad107's solution](#)

**1548.**

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-05-27 · GNU C++11 (first AC) · Tags: bitmasks, dp

[vlad107's solution](#)

**1549.**

504C

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

Rating: 2500 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: implementation, math

[vlad107's solution](#)

**1550.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures

[vlad107's solution](#)

**1551.**

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[vlad107's solution](#)

**1552.**

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2013-11-10 · last AC: 2013-11-10 · GNU C++ (first AC) · Tags: combinatorics, dp

[vlad107's solution](#)

**1553.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: brute force, data structures

[vlad107's solution](#)

**1554.**

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: data structures

[vlad107's solution](#)

**1555.**

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2013-06-19 · FPC (first AC) · Tags: dp, two pointers

[vlad107's solution](#)

**1556.**

314D

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

Quality: 577 global accepts · Rating: 2500 · first AC: 2013-06-08 · GNU C++ (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[vlad107's solution](#)

**1557.**

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2013-04-16 · Delphi (first AC) · Tags: data structures, geometry  
[vlad107's solution](#)

**1558.**

295E

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

Quality: 818 global accepts · Rating: 2500 · first AC: 2013-04-12 · Delphi (first AC) · Tags: data structures  
[vlad107's solution](#)

**1559.**

294D

[Shaass and Painter Robot](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 2500 · first AC: 2013-04-07 · Delphi (first AC) · Tags: brute force, implementation, number theory  
[vlad107's solution](#)

**1560.**

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2013-03-20 · Python 2 (first AC) · Tags: dp  
[vlad107's solution](#)

**1561.**

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2012-12-28 · FPC (first AC) · Tags: binary search, brute force, data structures  
[vlad107's solution](#)

**1562.**

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2012-03-27 · FPC (first AC) · Tags: dp  
[vlad107's solution](#)

**1563.**

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2012-03-16 · Delphi (first AC) · Tags: combinatorics  
[vlad107's solution](#)

**1564.**

117D

[Not Quick Transformation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2500 · first AC: 2012-02-09 · FPC (first AC) · Tags: divide and conquer, math  
[vlad107's solution](#)

**1565.**

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2011-08-29 · FPC (first AC) · Tags: brute force, implementation  
[vlad107's solution](#)

**1566.**

94E

[Azembler](#) · [Tutorial](#)

Rating: 2500 · first AC: 2011-08-29 · FPC (first AC) · Tags: brute force  
[vlad107's solution](#)

**1567.**

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2011-08-27 · FPC (first AC) · Tags: bitmasks, dp  
[vlad107's solution](#)

**1568.**

101E

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

Quality: 604 global accepts · Rating: 2500 · first AC: 2011-08-05 · last AC: 2011-08-05 · FPC (first AC) · Tags: divide and conquer, dp  
[vlad107's solution](#)

**1569.**

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2011-07-16 · FPC (first AC) · Tags: dp, string suffix structures, trees  
[vlad107's solution](#)

**1570.**

96E

[Horse Races](#) · [Tutorial](#)

Rating: 2500 · first AC: 2011-07-13 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1571.**

95D

[Horse Races](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2011-07-13 · FPC (first AC) · Tags: dp, math  
[vlad107's solution](#)

**1572.**

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2011-07-12 · last AC: 2011-07-12 · Delphi (first AC) · Tags: dp, dsu, graphs  
[vlad107's solution](#)

**1573.**

60D

[Savior](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2011-07-01 · FPC (first AC) · Tags: brute force, dsu, math  
[vlad107's solution](#)

**1574.**

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2011-06-20 · FPC (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities  
[vlad107's solution](#)

**1575.**

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2011-06-17 · FPC (first AC) · Tags: constructive algorithms, sortings  
[vlad107's solution](#)

**1576.**

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2011-06-07 · FPC (first AC) · Tags: data structures, implementation, sortings  
[vlad107's solution](#)

**1577.**

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 2500 · first AC: 2011-01-14 · FPC (first AC) · Tags: geometry, two pointers  
[vlad107's solution](#)

**1578.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing  
[vlad107's solution](#)

**1579.**

627D

[Preorder Test](#) · [Tutorial](#)

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

[vlad107's solution](#)

**1580.**

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: 2-sat, greedy

[vlad107's solution](#)

**1581.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[vlad107's solution](#)

**1582.**

536C

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

Rating: 2600 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: geometry, math

[vlad107's solution](#)

**1583.**

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2015-03-17 · last AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[vlad107's solution](#)

**1584.**

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp

[vlad107's solution](#)

**1585.**

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures

[vlad107's solution](#)

**1586.**

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2013-08-17 · GNU C++ (first AC) · Tags: data structures

[vlad107's solution](#)

**1587.**

40D

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

Quality: 170 global accepts · Rating: 2600 · first AC: 2013-08-15 · Python 2 (first AC) · Tags: math

[vlad107's solution](#)

**1588.**

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2013-07-01 · FPC (first AC) · Tags: data structures, divide and conquer, dp

[vlad107's solution](#)

**1589.**

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2013-06-19 · FPC (first AC) · Tags: combinatorics, dp

[vlad107's solution](#)

**1590.**

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2013-06-13 · FPC (first AC) · Tags: dp, games

[vlad107's solution](#)

**1591.**

33E

[Helper](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2600 · first AC: 2013-04-22 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1592.**

36E

[Two Paths](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2600 · first AC: 2013-04-01 · FPC (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[vlad107's solution](#)

**1593.**

30D

[King's Problem?](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2600 · first AC: 2013-03-31 · FPC (first AC) · Tags: geometry, greedy

[vlad107's solution](#)

**1594.**

23D

[Tetragon](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2600 · first AC: 2013-03-20 · FPC (first AC) · Tags: geometry, math

[vlad107's solution](#)

**1595.**

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2013-01-17 · FPC (first AC) · Tags: constructive algorithms

[vlad107's solution](#)

**1596.**

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2012-12-27 · FPC (first AC) · Tags: dp, math, probabilities

[vlad107's solution](#)

**1597.**

218E

[Formurosa](#) · [Tutorial](#)

Rating: 2600 · first AC: 2012-08-28 · Delphi (first AC) · Tags: —

[vlad107's solution](#)

**1598.**

8D

[Two Friends](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2600 · first AC: 2012-08-18 · FPC (first AC) · Tags: binary search, geometry

[vlad107's solution](#)

**1599.**

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2012-08-18 · last AC: 2012-08-18 · FPC (first AC) · Tags: divide and conquer, dp, expression parsing

[vlad107's solution](#)

**1600.**

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2011-12-27 · FPC (first AC) · Tags: dp, geometry

[vlad107's solution](#)

### 1601.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2011-12-27 · FPC (first AC) · Tags: dp, graphs

[vlad107's solution](#)

### 1602.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2011-08-29 · last AC: 2011-08-29 · FPC (first AC) · Tags: dp, math, number theory

[vlad107's solution](#)

### 1603.

60E

[Mushroom Gnomes](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 2600 · first AC: 2011-07-16 · FPC (first AC) · Tags: math, matrices

[vlad107's solution](#)

### 1604.

82E

[Corridor](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2600 · first AC: 2011-07-14 · FPC (first AC) · Tags: geometry

[vlad107's solution](#)

### 1605.

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2011-06-19 · FPC (first AC) · Tags: graphs, greedy, shortest paths

[vlad107's solution](#)

### 1606.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2011-06-05 · FPC (first AC) · Tags: dp, expression parsing, implementation

[vlad107's solution](#)

### 1607.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2011-04-03 · GNU C++ (first AC) · Tags: greedy

[vlad107's solution](#)

### 1608.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2010-12-14 · last AC: 2011-01-10 · FPC (first AC) · Tags: brute force, dp

[vlad107's solution](#)

### 1609.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[vlad107's solution](#)

### 1610.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-12 · last AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[vlad107's solution](#)

### 1611.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[vlad107's solution](#)

### 1612.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[vlad107's solution](#)

### 1613.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp

[vlad107's solution](#)

### 1614.

460E

[Roland and Rose](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2700 · first AC: 2014-08-20 · GNU C++ (first AC) · Tags: brute force, geometry, math, sortings

[vlad107's solution](#)

### 1615.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2014-01-26 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer, dp

[vlad107's solution](#)

### 1616.

299D

[Distinct Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2013-04-29 · FPC (first AC) · Tags: —

[vlad107's solution](#)

### 1617.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2013-04-28 · FPC (first AC) · Tags: brute force, combinatorics

[vlad107's solution](#)

### 1618.

293D

[Ksusha and Square](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2700 · first AC: 2013-04-28 · FPC (first AC) · Tags: geometry, math, probabilities, two pointers

[vlad107's solution](#)

### 1619.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2013-04-28 · FPC (first AC) · Tags: data structures, divide and conquer, trees

[vlad107's solution](#)

### 1620.

256D

[Liars and Serge](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2700 · first AC: 2012-12-17 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

### 1621.

70E

[Information Reform](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2011-06-04 · FPC (first AC) · Tags: dp, implementation, trees

[vlad107's solution](#)

### 1622.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2011-03-22 · FPC (first AC) · Tags: data structures, dsu

[vlad107's solution](#)

**1623.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[vlad107's solution](#)

**1624.**

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[vlad107's solution](#)

**1625.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[vlad107's solution](#)

**1626.**

436D

[Pudding Monsters](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2800 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: dp

[vlad107's solution](#)

**1627.**

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2013-05-14 · GNU C++ (first AC) · Tags: binary search, dp, greedy

[vlad107's solution](#)

**1628.**

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2013-03-31 · FPC (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[vlad107's solution](#)

**1629.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2011-07-19 · FPC (first AC) · Tags: data structures

[vlad107's solution](#)

**1630.**

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2011-07-14 · FPC (first AC) · Tags: bitmasks, dp

[vlad107's solution](#)

**1631.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2011-06-01 · FPC (first AC) · Tags: dp

[vlad107's solution](#)

**1632.**

674D

[Bearish Fanpages](#) · [Tutorial](#)

Rating: 2900 · first AC: 2016-05-07 · last AC: 2016-05-07 · GNU C++11 (first AC) · Tags: —

[vlad107's solution](#)

**1633.**

314E

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

Quality: 396 global accepts · Rating: 2900 · first AC: 2013-06-09 · last AC: 2013-06-09 · Delphi (first AC) · Tags: dp  
[vlad107's solution](#)

### 1634.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2013-03-20 · FPC (first AC) · Tags: strings  
[vlad107's solution](#)

### 1635.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2011-08-27 · last AC: 2011-08-27 · FPC (first AC) · Tags: dfs and similar, divide and conquer, dsu  
[vlad107's solution](#)

### 1636.

634F

[Orchestra](#) · [Tutorial](#)

Rating: 3000 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: two pointers  
[vlad107's solution](#)

### 1637.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: data structures  
[vlad107's solution](#)

### 1638.

105767F

[Mega Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vlad107's solution](#)

### 1639.

105767D

[Array Forge](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vlad107's solution](#)

### 1640.

105767C

[Kaosar loves Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vlad107's solution](#)

### 1641.

105767B

[Subtractonacci](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vlad107's solution](#)

### 1642.

105767A

[Submission Bait II](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vlad107's solution](#)

### 1643.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, divide and conquer, implementation, math  
[vlad107's solution](#)

**1644.**

1663C

[P Ö: Verdon Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, implementation, math  
[vlad107's solution](#)

**1645.**

1663A

[Who Tested? · Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, expression parsing, trees  
[vlad107's solution](#)

**1646.**

1357A7

[Distinguish Y, XZ, -Y and -XZ · Tutorial](#)

Quality: 185 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: \*special  
[vlad107's solution](#)

**1647.**

1357A6

[Distinguish four Pauli gates · Tutorial](#)

Quality: 170 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: \*special  
[vlad107's solution](#)

**1648.**

1357B2

["Is the number divisible by 3?" oracle · Tutorial](#)

Quality: 216 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: \*special  
[vlad107's solution](#)

**1649.**

1357B1

["Is the bit string balanced?" oracle · Tutorial](#)

Quality: 216 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: \*special  
[vlad107's solution](#)

**1650.**

1357C1

[Prepare superposition of basis states with 0s · Tutorial](#)

Quality: 350 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[vlad107's solution](#)

**1651.**

1357C2

[Prepare superposition of basis states with the same parity · Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[vlad107's solution](#)

**1652.**

1357A5

[Distinguish Rz\(·, ·\) g om Ry\(·, ·\) · Tutorial](#)

Quality: 243 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[vlad107's solution](#)

**1653.**

1357A4

[Distinguish Rz from R1 · Tutorial](#)

Quality: 354 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[vlad107's solution](#)

**1654.**

1357A3

[Distinguish H from X · Tutorial](#)

Quality: 481 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[vlad107's solution](#)

**1655.**

1357A2

[Distinguish I, CNOTs and SWAP · Tutorial](#)

Quality: 513 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[vlad107's solution](#)

**1656.**

1357A1

[Figure out direction of CNOT · Tutorial](#)

Quality: 634 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[vlad107's solution](#)

**1657.**

1001578

[B B C ä C, FD°](#)

Rating: — · first AC: 2013-01-28 · last AC: 2015-06-03 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1658.**

100693E

[A, = D \\$ D = C T B C ä ? D > C \\$ > C @](#)

Rating: — · first AC: 2015-06-02 · GNU C++11 (first AC) · Tags: —  
[vlad107's solution](#)

**1659.**

100145G

[A Ö AB C AD \\$ @ C, < 2](#)

Rating: — · first AC: 2015-05-20 · GNU C++11 (first AC) · Tags: —  
[vlad107's solution](#)

**1660.**

100145D

[A Ö C ä AD \\$ > C R 4 C T ; C T = C, 5](#)

Rating: — · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: —  
[vlad107's solution](#)

**1661.**

100145F

[A ö 5 D ö 2 Ö O D d 8 D D @ C AD \\$ 5 C ö 5 C Ö 8](#)

Rating: — · first AC: 2015-05-19 · Python 3 (first AC) · Tags: —  
[vlad107's solution](#)

**1662.**

100145E

[AD \\$ ö 5 C ö 8](#)

Rating: — · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: —  
[vlad107's solution](#)

**1663.**

100145C

[A ö C ö 5 D ö 2 Ö AT 2 C ö C, 4 C](#)

Rating: — · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: —  
[vlad107's solution](#)

**1664.**

100145B

[B 4 @ C ö 2 C Ö 5 C Ö 8 C P](#)

Rating: — · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: —  
[vlad107's solution](#)

**1665.**

100570C

[Subrect Query · Tutorial](#)

Rating: — · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: —  
[vlad107's solution](#)

**1666.**

100570B

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: —  
[vlad107's solution](#)

**1667.**

100570A

[LCM Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: —  
[vlad107's solution](#)

**1668.**

100570E

[Palindrome Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: —  
[vlad107's solution](#)

**1669.**

100579A

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: —  
[vlad107's solution](#)

**1670.**

100579B

[Autocomplete](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: —  
[vlad107's solution](#)

**1671.**

100579C

[Winning at Sports](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: —  
[vlad107's solution](#)

**1672.**

100579D

[Corporate Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: —  
[vlad107's solution](#)

**1673.**

100523F

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++0x (first AC) · Tags: —  
[vlad107's solution](#)

**1674.**

100523G

[Bits Generator](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++0x (first AC) · Tags: —  
[vlad107's solution](#)

**1675.**

100523J

[Cave](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++0x (first AC) · Tags: —  
[vlad107's solution](#)

**1676.**

100523E

[Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++0x (first AC) · Tags: —  
[vlad107's solution](#)

**1677.**

100523H

[Afternoon Tea](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++0x (first AC) · Tags: —  
[vlad107's solution](#)

**1678.**

100523K

[Cross Spider](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++0x (first AC) · Tags: —  
[vlad107's solution](#)

**1679.**

100523C

[Will It Stop?](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · Python 3 (first AC) · Tags: —  
[vlad107's solution](#)

**1680.**

100484J

[Hexagon Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1681.**

100484D

[Computer Dialogue](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1682.**

100484I

[Random Route](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1683.**

100484C

[Expression](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: —  
[vlad107's solution](#)

**1684.**

100484H

[Advertisement](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1685.**

100484E

[Lock Manager](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1686.**

100484G

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1687.**

100484L

[Cow Acrobats](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1688.**

100484K

[Completion](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1689.**

100484F

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1690.**

100484A

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1691.**

100227K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-21 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1692.**

100228F

[Pushing Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-20 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1693.**

100228G

[Squadtrees](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-20 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1694.**

100236F

[Find The Problem!](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1695.**

100236A

[Arrangement of RGB Balls](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1696.**

100227A

[Picnic Planning](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-15 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1697.**

100227B

[Poly-polygonal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1698.**

100228L

[Young Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1699.**

100228K

[Chessboard in FEN](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1700.**

100228I

[Graph of Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1701.**

100228E

[Polly Nomials](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1702.**

100228D

[Phone Home](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1703.**

100228B

[Decorations](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1704.**

100228C

[EKG Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1705.**

100228H

[This Takes the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1706.**

100228A

[Crypto Columns](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1707.**

100231B

[Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1708.**

100231F

[Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1709.**

100231D

[Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1710.**

100231H

[Voracious Steve](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1711.**

100231I

[Palindrometer](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1712.**

100231J

[Mine Sweeper](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1713.**

100231K

[Profits](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1714.**

100231L

[Bit Counting](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1715.**

100201B

[The Minimal Angle](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-05 · last AC: 2014-07-05 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1716.**

100201G

[Warehouse Keeper](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-04 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1717.**

100201H

[Don't Go Left](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-04 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1718.**

100201D

[Yet Another Digit](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-04 · Java 7 (first AC) · Tags: —  
[vlad107's solution](#)

**1719.**

100201C

[Yellow Code](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-04 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1720.**

100201I

[Railroad Sort](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-04 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1721.**

100228J

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

Rating: — · first AC: 2014-07-04 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1722.**

100460K

[Epilogue](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-23 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1723.**

100460H

[A Ballad about the Tear](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-23 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1724.**

100460B

[Time of Trial](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-23 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1725.**

100460L

[Icy Rider](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-23 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1726.**

100406A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-21 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1727.**

100436D

[After the Finals](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-18 · Java 7 (first AC) · Tags: —  
[vlad107's solution](#)

**1728.**

100436B

[Byteland Shamans](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-18 · Java 7 (first AC) · Tags: —  
[vlad107's solution](#)

**1729.**

100436A

[Black moves first and...](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-18 · Java 7 (first AC) · Tags: —  
[vlad107's solution](#)

**1730.**

100436E

[Factorials](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-18 · Java 7 (first AC) · Tags: —  
[vlad107's solution](#)

**1731.**

100436C

[Circles-2](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-18 · Java 7 (first AC) · Tags: —  
[vlad107's solution](#)

**1732.**

100424C

[Aä1D0D\\$!C O Ct0CD0Dt0 Cä =C 8C >C'LD,,5C' 2Cä7D 0D BC ND"5C' ?Cä4Cö>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2014-04-19 · Java 7 (first AC) · Tags: —

[vlad107's solution](#)

**1733.**

100424B

[B\\$007aCT@](#)

Rating: — · first AC: 2014-04-19 · Java 7 (first AC) · Tags: —

[vlad107's solution](#)

**1734.**

100424A

[A,3D0!](#)

Rating: — · first AC: 2014-04-19 · Java 7 (first AC) · Tags: —

[vlad107's solution](#)

**1735.**

100199H

[Cracking' RSA · Tutorial](#)

Rating: — · first AC: 2014-01-27 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1736.**

100200G

[Ranking · Tutorial](#)

Rating: — · first AC: 2014-01-26 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1737.**

100200H

[Driving Straight · Tutorial](#)

Rating: — · first AC: 2014-01-25 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1738.**

100200B

[Burning Bridges · Tutorial](#)

Rating: — · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1739.**

100200F

[Think Positive · Tutorial](#)

Rating: — · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1740.**

100200C

[Circles · Tutorial](#)

Rating: — · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1741.**

100290G

[BTPCjACä:](#)

Rating: — · first AC: 2013-11-18 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1742.**

100245D

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Rating: — · first AC: 2013-10-06 · last AC: 2013-10-06 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1743.**

100227G

[BSP Trees](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-28 · MS C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1744.**

100227I

[Colored Points](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-28 · MS C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1745.**

100227H

[Double Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-28 · MS C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1746.**

100227F

[To Bet or Not To Bet](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-28 · MS C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1747.**

100227D

[Stacking Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-28 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1748.**

100227L

[Crossed ladders](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-28 · MS C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1749.**

100227J

[Cigarettes](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-28 · MS C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1750.**

100061A

[TUD15D BC =Cä2C#0](#)

Rating: — · first AC: 2013-07-13 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1751.**

100145A

[Aö>C000.C : 8 CÄ0D BC](#)

Rating: — · first AC: 2013-06-29 · Python 2 (first AC) · Tags: —  
[vlad107's solution](#)

**1752.**

100209F

[Aö>C015D >](#)

Rating: — · first AC: 2013-06-19 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1753.**

100209A

[AD20R1C HC08](#)

Rating: — · first AC: 2013-06-19 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1754.**

100209E

[A10Ct5D K](#)

Rating: — · first AC: 2013-06-19 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1755.**

100209D

[B55D B](#)

Rating: — · first AC: 2013-06-19 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1756.**

100209B

[AD50a Ct8D](#)

Rating: — · first AC: 2013-06-19 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1757.**

100209C

[A50a CT@](#)

Rating: — · first AC: 2013-06-19 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1758.**

100094D

[D · Tutorial](#)

Rating: — · first AC: 2013-06-16 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1759.**

100186L

[Epilogue · Tutorial](#)

Rating: — · first AC: 2013-06-06 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1760.**

100193A

[AÄ»015C»CC´0](#)

Rating: — · first AC: 2013-06-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1761.**

100193B

[AÄ»DriAC»>C´ 1Cä9](#)

Rating: — · first AC: 2013-06-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1762.**

100205D

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Rating: — · first AC: 2013-06-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1763.**

100205C

[AÄ00\\$6 C\\$5C»0](#)

Rating: — · first AC: 2013-06-05 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1764.**

100205A

[BÖ»010CÄ5CÐ](#)

Rating: — · first AC: 2013-06-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1765.**

100205B

[B to C and "5C08CP"](#)

Rating: — · first AC: 2013-06-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1766.**

100184H

[Control chain](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-04 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1767.**

100184C

[Accomodation](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-04 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1768.**

100184J

[Duty](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-04 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1769.**

100184D

[Work](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-04 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1770.**

100184E

[Construction](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-04 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1771.**

100184F

[Task](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-04 · Python 2 (first AC) · Tags: —  
[vlad107's solution](#)

**1772.**

100184K

[Method of linear transformation](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-04 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1773.**

100184G

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-04 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1774.**

100184B

[Watson's memory](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-04 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1775.**

100184L

[Watson's magic number](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-04 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1776.**

100184M

[Formatting](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-04 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1777.**

100184A

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-04 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1778.**

100197C

[Hyperhuffman](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-31 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1779.**

100197G

[Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-31 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1780.**

100199F

[Get Out!](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-27 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1781.**

100199G

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-27 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1782.**

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-27 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1783.**

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-27 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1784.**

100199D

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

Rating: — · first AC: 2013-05-27 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1785.**

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-27 · Python 2 (first AC) · Tags: —  
[vlad107's solution](#)

**1786.**

100191A

[Andrew the Ant](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-23 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

1787.

100191F

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

Rating: — · first AC: 2013-05-23 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

1788.

100191D

[Gregory the Grasshopper](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-23 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

1789.

100194B

[B D D ? C , , A C = C , , 5](#)

Rating: — · first AC: 2013-05-22 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

1790.

100194D

[A 2 0 i @ D](#)

Rating: — · first AC: 2013-05-22 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

1791.

100194A

[A 0 0 4 8 D t 5 D : C ä 5 C \\$ K D 0 C d 5 C Ô 8 C P](#)

Rating: — · first AC: 2013-05-22 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

1792.

100183A

[A 3 C 0 i ä C ô 8 C 4 C](#)

Rating: — · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

1793.

100183B

[B \\$ @ C ? C T F C ä 8 C D = C O C # 0 D B C 8 D \\$ @ C ? C T F C , , 8](#)

Rating: — · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

1794.

100183D

[A 0 0 8 0 \\$ 0 C ô ; C = C T B D °](#)

Rating: — · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

1795.

100167C

[A 5 C 0 i ä D \\$ >](#)

Rating: — · first AC: 2013-02-23 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

1796.

100167A

[A 6 @ C ä C ' O D \\$ 8 C R ' C T @ C Ô > C ' 6 C T < D t C C d 8 C Ô K](#)

Rating: — · first AC: 2013-02-23 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

1797.

100163C

[A 5 0 i ä C ä ? D 5 D B D 4 ? C ' 5 C Ô 8 D ð](#)

Rating: — · first AC: 2013-02-11 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1798.**

100153D

[Minimal Cut Matrix · Tutorial](#)

Rating: — · first AC: 2013-02-03 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1799.**

100063I

[I · Tutorial](#)

Rating: — · first AC: 2013-01-29 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1800.**

1001575

[A,3D00`LCÔKCR :D41C,,:C€](#)

Rating: — · first AC: 2013-01-26 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1801.**

1001576

[A,401=C](#)

Rating: — · first AC: 2013-01-26 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1802.**

1001577

[AD2CR>C@D46CÔ>D BC€](#)

Rating: — · first AC: 2013-01-26 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1803.**

1001561

[A#0D`BC,,=C0](#)

Rating: — · first AC: 2013-01-26 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1804.**

1001562

[A4>D>CDO](#)

Rating: — · first AC: 2013-01-26 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1805.**

1001563

[A+B=C · Tutorial](#)

Rating: — · first AC: 2013-01-26 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1806.**

100024I

[A`5D\\$0DäIC,,5 D,,0D K](#)

Rating: — · first AC: 2013-01-06 · Delphi (first AC) · Tags: —

[vlad107's solution](#)

**1807.**

100024G

[A <Ct@G,,:C =D :C,,9 Cò8D >C2 ”•](#)

Rating: — · first AC: 2013-01-06 · Delphi (first AC) · Tags: —

[vlad107's solution](#)

**1808.**

100024E

[B0FC3D 0D@](#)

Rating: — · first AC: 2013-01-06 · Delphi (first AC) · Tags: —

[vlad107's solution](#)

**1809.**

100024A

[B 00D10D :C :C\\$0CD@C BC](#)

Rating: — · first AC: 2013-01-06 · Delphi (first AC) · Tags: —  
[vlad107's solution](#)

**1810.**

100024F

[Hobbit's party](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-06 · Delphi (first AC) · Tags: —  
[vlad107's solution](#)

**1811.**

100024H

[B,0D Kc@D43Cä<](#)

Rating: — · first AC: 2013-01-06 · Delphi (first AC) · Tags: —  
[vlad107's solution](#)

**1812.**

100024J

[A,3D >C' 0C\\$BCä<C B](#)

Rating: — · first AC: 2013-01-06 · Delphi (first AC) · Tags: —  
[vlad107's solution](#)

**1813.**

100024C

[Aö5Dri2Cä@CäBD°](#)

Rating: — · first AC: 2013-01-06 · Delphi (first AC) · Tags: —  
[vlad107's solution](#)

**1814.**

100024D

[A00CDeD'9 C4=Cä<](#)

Rating: — · first AC: 2013-01-06 · Delphi (first AC) · Tags: —  
[vlad107's solution](#)

**1815.**

100153J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1816.**

100153B

[Discount](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1817.**

100153C

[Dowry](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1818.**

100153G

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

Rating: — · first AC: 2013-01-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1819.**

100153A

[War Academy](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1820.**

100100B

[B · Tutorial](#)

Rating: — · first AC: 2013-01-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1821.**

100097E

[E · Tutorial](#)

Rating: — · first AC: 2012-12-28 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1822.**

100014G

[A · Tutorial](#)  
**A&D<C,,GCTACα8C' :CT3CT;DÄ1C =**

Rating: — · first AC: 2012-12-28 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1823.**

100014F

[A · Tutorial](#)  
**A@C@7CD=C,,GCÔKC' CCd8CÐ**

Rating: — · first AC: 2012-12-28 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1824.**

100014H

[Abracadabra · Tutorial](#)

Rating: — · first AC: 2012-12-28 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1825.**

100014E

[A · Tutorial](#)  
**A>CÔ1C,,FC,,>CÔ5D**

Rating: — · first AC: 2012-12-28 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1826.**

100149A

[B · Tutorial](#)  
**B 50α@CTBCÔKCR ?CT@CT3Cä2Cä@D°**

Rating: — · first AC: 2012-12-27 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1827.**

100149B

[A · Tutorial](#)  
**AÔ>C&C4>CD=C,,5 D4:C 7D°**

Rating: — · first AC: 2012-12-26 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1828.**

100149G

[B · Tutorial](#)  
**B\$5D&C Ô0 D\$CCô>D BDÀ**

Rating: — · first AC: 2012-12-26 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1829.**

100149J

[B · Tutorial](#)  
**BtC0&G| =C :C <C,,=CP**

Rating: — · first AC: 2012-12-26 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1830.**

100149F

[HEX · Tutorial](#)

Rating: — · first AC: 2012-12-26 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1831.**

100149I

[A\\$C0HCT1CÔKC' <CTHCä:](#)

Rating: — · first AC: 2012-12-26 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1832.**

100149E

[A4DraD :Cä?](#)

Rating: — · first AC: 2012-12-26 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1833.**

100149D

[B1Cä4D°](#)

Rating: — · first AC: 2012-12-26 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1834.**

100100C

[C · Tutorial](#)

Rating: — · first AC: 2012-12-24 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1835.**

100100A

[A · Tutorial](#)

Rating: — · first AC: 2012-12-24 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1836.**

100147B

[Hyper-minimum · Tutorial](#)

Rating: — · first AC: 2012-12-24 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1837.**

100097F

[F · Tutorial](#)

Rating: — · first AC: 2012-12-22 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1838.**

100092F

[F · Tutorial](#)

Rating: — · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1839.**

100092H

[H · Tutorial](#)

Rating: — · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1840.**

100092E

[E · Tutorial](#)

Rating: — · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1841.**

100092G

[G · Tutorial](#)

Rating: — · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1842.**

100092D

[D · Tutorial](#)Rating: — · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)**1843.**

100092C

[C · Tutorial](#)Rating: — · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)**1844.**

100092B

[B · Tutorial](#)Rating: — · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)**1845.**

100092A

[A · Tutorial](#)Rating: — · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)**1846.**

100138D

[A58DdFC Ô<C @C DCä=](#)Rating: — · first AC: 2012-12-08 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)**1847.**

100138B

[B5xDrIaC€](#)Rating: — · first AC: 2012-12-08 · last AC: 2012-12-08 · FPC (first AC) · Tags: —  
[vlad107's solution](#)**1848.**

100138C

[A70000C`8Ct0Dd8Dö](#)Rating: — · first AC: 2012-12-08 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)**1849.**

100138A

[AöxDrIa@t:5CÔ8Dö](#)Rating: — · first AC: 2012-12-08 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)**1850.**

100135K

[K · Tutorial](#)Rating: — · first AC: 2012-12-07 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)**1851.**

100135H

[H · Tutorial](#)Rating: — · first AC: 2012-12-07 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)**1852.**

100135F

[F · Tutorial](#)Rating: — · first AC: 2012-12-07 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1853.**

100135E

[E · Tutorial](#)

Rating: — · first AC: 2012-12-07 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1854.**

100135G

[G · Tutorial](#)

Rating: — · first AC: 2012-12-07 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1855.**

100135D

[D · Tutorial](#)

Rating: — · first AC: 2012-12-07 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1856.**

100135I

[I · Tutorial](#)

Rating: — · first AC: 2012-12-07 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1857.**

100135J

[J · Tutorial](#)

Rating: — · first AC: 2012-12-07 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1858.**

100135C

[C · Tutorial](#)

Rating: — · first AC: 2012-12-07 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1859.**

100135B

[B · Tutorial](#)

Rating: — · first AC: 2012-12-07 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1860.**

100135A

[A · Tutorial](#)

Rating: — · first AC: 2012-12-07 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1861.**

100043I

[AāBbCcD](#)

Rating: — · first AC: 2012-11-22 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1862.**

100006A

[A · Tutorial](#)

Rating: — · first AC: 2012-11-22 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1863.**

100040A

[A".H00>C`C CÔ0 C\\$5C´>D 8Cô5CD5](#)

Rating: — · first AC: 2012-11-21 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1864.**

100043F

[AD500L D >Cd4CT=C,,O](#)

Rating: — · first AC: 2012-11-21 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1865.**

100128C

[A5C@ C AC#0 Ct0C >D 0](#)

Rating: — · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1866.**

100128G

[B 105,DA7C#8C' ?D4BDÀ](#)

Rating: — · first AC: 2012-11-20 · last AC: 2012-11-20 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1867.**

100128A

[A 5D BC,,=](#)

Rating: — · first AC: 2012-11-20 · last AC: 2012-11-20 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1868.**

100128B

[B :C0CB! C 8-A\\$0CÔ0 A#5CÔ>C 8](#)

Rating: — · first AC: 2012-11-20 · last AC: 2012-11-20 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1869.**

100128F

[A0D0CB ?Cä1CT4D°](#)

Rating: — · first AC: 2012-11-20 · last AC: 2012-11-20 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1870.**

100128D

[A0D18!](#)

Rating: — · first AC: 2012-11-20 · last AC: 2012-11-20 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1871.**

100128I

[B 70,0D 0C"BCT@ A">CDK](#)

Rating: — · first AC: 2012-11-20 · last AC: 2012-11-20 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1872.**

100128H

[A\\$C7#C :C`>CÔ>C](#)

Rating: — · first AC: 2012-11-20 · last AC: 2012-11-20 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1873.**

100026E

[Pouring Liquid · Tutorial](#)

Rating: — · first AC: 2012-11-19 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1874.**

100095I

[Immediate Delivery · Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1875.**

100095H

[High security](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1876.**

100095B

[Black Square](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1877.**

100095J

[John's Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1878.**

100095D

[Dice](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1879.**

100095F

[Flat](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1880.**

100095A

[Automated Telephone Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1881.**

100122C

[BÔDÄDC,,9D :C O Cö8D 0CÄ8CD:C](#)

Rating: — · first AC: 2012-11-14 · last AC: 2012-11-14 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1882.**

100122B

[A TDT8C Ä8Dö](#)

Rating: — · first AC: 2012-11-14 · last AC: 2012-11-14 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1883.**

100122D

[AD5Dö6ö BDÂ AD\\$@Cä9!](#)

Rating: — · first AC: 2012-11-14 · last AC: 2012-11-14 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1884.**

100122H

[A TÖDÄC'KC' AD\\$>C°](#)

Rating: — · first AC: 2012-11-14 · last AC: 2012-11-14 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1885.**

100122I

[AS5Cö8C=0Dö HCTAD\\$5D :C](#)

Rating: — · first AC: 2012-11-14 · last AC: 2012-11-14 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1886.**

100006I

[I · Tutorial](#)

Rating: — · first AC: 2012-11-14 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1887.**

100006F

[F · Tutorial](#)

Rating: — · first AC: 2012-11-14 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1888.**

100006H

[H · Tutorial](#)

Rating: — · first AC: 2012-11-14 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1889.**

100006B

[B · Tutorial](#)

Rating: — · first AC: 2012-11-14 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1890.**

100006C

[C · Tutorial](#)

Rating: — · first AC: 2012-11-14 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1891.**

100006E

[E · Tutorial](#)

Rating: — · first AC: 2012-11-14 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1892.**

100036B

[A:OTBC=0 CD;Dò ECä<DôGC=0](#)

Rating: — · first AC: 2012-11-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1893.**

100101A

[A · Tutorial](#)

Rating: — · first AC: 2012-11-02 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1894.**

100101B

[B · Tutorial](#)

Rating: — · first AC: 2012-11-02 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1895.**

100101C

[C · Tutorial](#)

Rating: — · first AC: 2012-11-02 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1896.**

100040H

[A0000>C=@C,,AD\\$0C';](#)

Rating: — · first AC: 2012-10-29 · last AC: 2012-11-02 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1897.**

100040C

[A\\$@CT=CÔKC' ?CäECä4](#)

Rating: — · first AC: 2012-10-29 · last AC: 2012-11-02 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1898.**

100040I

[A\\$@AD\\$OCÔ>C\\$;CT=C,,5 Cö@Cä3D 0CÄ<D°](#)

Rating: — · first AC: 2012-10-29 · last AC: 2012-11-02 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1899.**

100040D

[Bä5007D4@C](#)

Rating: — · first AC: 2012-10-29 · last AC: 2012-11-02 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1900.**

100040J

[A5D\\$äCö8C' :C](#)

Rating: — · first AC: 2012-10-29 · last AC: 2012-11-02 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1901.**

100040E

[Aö@C,riäC'NDt5CÔ8Dò =C HC ECÄ0D\\$=Cä9 CD>D :CP](#)

Rating: — · first AC: 2012-10-29 · last AC: 2012-11-02 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1902.**

100040F

[BĐ5DriäCT@D :C,,5 C CCD=C€](#)

Rating: — · first AC: 2012-10-29 · last AC: 2012-11-02 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1903.**

100035B

[AD@Cä1DÀ](#)

Rating: — · first AC: 2012-10-31 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1904.**

100035A

[AD@Cä12CÔ8CR FC,,2C,,;C,,7C FC,,8](#)

Rating: — · first AC: 2012-10-31 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1905.**

100035H

[B\\$5DriäC,,=C ;](#)

Rating: — · first AC: 2012-10-31 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1906.**

100035I

[B-50CÄD² 2Cä 2D 5CÄ5CÔ8](#)

Rating: — · first AC: 2012-10-31 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1907.**

100035E

[B470riäCä2C#0](#)

Rating: — · first AC: 2012-10-31 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1908.**

100040B

[A70615C04C @DÀ](#)

Rating: — · first AC: 2012-10-29 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1909.**

100113H

[Roman Cities](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-28 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1910.**

100113D

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-28 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1911.**

100113C

[Blots on Paper](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-28 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1912.**

100113F

[The Young Networker](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-28 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1913.**

100113E

[Teach Yourself Pottery](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-28 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1914.**

100113G

[Pattern Matching](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-28 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1915.**

100030I

[Prohibition](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-24 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1916.**

100030J

[Secret Laboratory](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-24 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1917.**

100030F

[Magic Chains](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-24 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1918.**

100030A

[Innovative Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-24 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1919.**

100030B

[Epic Battle](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-24 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1920.**

100030L

[Make Your Donation Now](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-24 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1921.**

100030K

[Triskaidekaphobia](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-24 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1922.**

100030G

[Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-24 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1923.**

100030H

[The Longest Good Substring](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-24 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1924.**

100030E

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

Rating: — · first AC: 2012-10-24 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1925.**

100030D

[Broadcasting](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-24 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1926.**

100030C

[Pink Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-24 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1927.**

100036K

[AD20ja6CT=C,,5](#)

Rating: — · first AC: 2012-10-07 · last AC: 2012-10-22 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1928.**

100036H

[Aö @Cä3D 0CÄ<C ?D 8DT>C´>C48Dt5D :Cä3Cä 8D AC´5CD>C\\$0CÔ8Dò ?D >C4@C <CÄ8D BCä2](#)

Rating: — · first AC: 2012-10-07 · last AC: 2012-10-22 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1929.**

100036G

[Ad@Ct1C,,9 A@C,,6C =Cä2D :Cä3Cä](#)

Rating: — · first AC: 2012-10-07 · last AC: 2012-10-22 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1930.**

100036F

[B-0012G15D15CÔ8Dò A C,,7CÄ5D 8D\\$5C`5CÀ](#)

Rating: — · first AC: 2012-10-07 · last AC: 2012-10-22 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1931.**

100036J

[A40C16CD0CÔAC#0Dò >C >D >CÔ0](#)

Rating: — · first AC: 2012-10-07 · last AC: 2012-10-22 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1932.**

100041D

[B @C 2005CÔ8CR U\\$À](#)

Rating: — · first AC: 2012-10-22 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1933.**

100041A

[AD20R AD\\$5CÔK](#)

Rating: — · first AC: 2012-10-22 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1934.**

100041C

[BÔÛC1aD\\$@Cä=CÔKCR GC AD°](#)

Rating: — · first AC: 2012-10-22 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1935.**

100041F

[BôT0ó10a> CäB Dô1C`>CÔ8](#)

Rating: — · first AC: 2012-10-22 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1936.**

100041H

[A#CCial](#)

Rating: — · first AC: 2012-10-22 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1937.**

100041G

[A#CÔBD >C`LCÔKC' 1C`>C](#)

Rating: — · first AC: 2012-10-22 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1938.**

100036E

[B 7D00\\$5CD;C,,2C O Cò>D ;CT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2012-10-07 · last AC: 2012-10-20 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1939.**

100097C

[C · Tutorial](#)

Rating: — · first AC: 2012-10-13 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1940.**

100097D

[D · Tutorial](#)

Rating: — · first AC: 2012-10-13 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1941.**

100097B

[B · Tutorial](#)

Rating: — · first AC: 2012-10-13 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1942.**

100097A

[A · Tutorial](#)

Rating: — · first AC: 2012-10-13 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1943.**

100093F

[F · Tutorial](#)

Rating: — · first AC: 2012-10-02 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1944.**

100093E

[E · Tutorial](#)

Rating: — · first AC: 2012-10-02 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1945.**

100093D

[D · Tutorial](#)

Rating: — · first AC: 2012-10-02 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1946.**

100093C

[C · Tutorial](#)

Rating: — · first AC: 2012-10-02 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1947.**

100093B

[B · Tutorial](#)

Rating: — · first AC: 2012-10-02 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1948.**

100093A

[A · Tutorial](#)

Rating: — · first AC: 2012-10-02 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1949.**

100091D

[D · Tutorial](#)

Rating: — · first AC: 2012-10-02 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1950.**

100091C

[C · Tutorial](#)

Rating: — · first AC: 2012-10-02 · Delphi (first AC) · Tags: —  
[vlad107's solution](#)

**1951.**

100091A

[A · Tutorial](#)

Rating: — · first AC: 2012-10-02 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1952.**

100091B

[B · Tutorial](#)

Rating: — · first AC: 2012-10-02 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1953.**

100088B

[B · Tutorial](#)

Rating: — · first AC: 2012-10-02 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1954.**

100088A

[A · Tutorial](#)

Rating: — · first AC: 2012-10-02 · Delphi (first AC) · Tags: —

[vlad107's solution](#)

**1955.**

100070K

[K · Tutorial](#)

Rating: — · first AC: 2012-09-12 · last AC: 2012-09-23 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1956.**

100070C

[C · Tutorial](#)

Rating: — · first AC: 2012-09-12 · last AC: 2012-09-23 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1957.**

100070A

[A · Tutorial](#)

Rating: — · first AC: 2012-09-12 · last AC: 2012-09-23 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1958.**

100070F

[F · Tutorial](#)

Rating: — · first AC: 2012-09-19 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1959.**

100070E

[E · Tutorial](#)

Rating: — · first AC: 2012-09-19 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1960.**

100083E

[A@CäBC,,2Cä?Cä6C @CÔ0Dò 1CT7Cä?C ACÔ>D\\$L](#)

Rating: — · first AC: 2012-09-19 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1961.**

100083D

[B\\$Dri0, ACäGC`5CÔ5CÔ8Dö](#)

Rating: — · first AC: 2012-09-19 · last AC: 2012-09-19 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1962.**

100083C

[AÄ×Di8D°](#)

Rating: — · first AC: 2012-09-19 · last AC: 2012-09-19 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1963.**

100083B

[A@C AC FC,,:C`0](#)

Rating: — · first AC: 2012-09-19 · last AC: 2012-09-19 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1964.**

100083A

[A@C@4Cä:](#)

Rating: — · first AC: 2012-09-19 · last AC: 2012-09-19 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1965.**

100083F

[A@C@CT=C AC FC,,O C4@C DC](#)

Rating: — · first AC: 2012-09-19 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1966.**

100086F

[F · Tutorial](#)

Rating: — · first AC: 2012-09-19 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1967.**

100086E

[E · Tutorial](#)

Rating: — · first AC: 2012-09-19 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1968.**

100086D

[D · Tutorial](#)

Rating: — · first AC: 2012-09-19 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1969.**

100086A

[Permutations · Tutorial](#)

Rating: — · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1970.**

100086C

[C · Tutorial](#)

Rating: — · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1971.**

100086B

[B · Tutorial](#)

Rating: — · first AC: 2012-09-19 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1972.**

100082D

[cows · Tutorial](#)

Rating: — · first AC: 2012-09-15 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1973.**

100082E

[strings · Tutorial](#)

Rating: — · first AC: 2012-09-15 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1974.**

100082F

[qsort](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-15 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1975.**

100082G

[area](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-15 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1976.**

100082C

[bfs](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-15 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1977.**

100082B

[connect2](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-15 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1978.**

100082A

[lis](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-15 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1979.**

100034C

[BD>0ÔBC =](#)

Rating: — · first AC: 2012-09-15 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1980.**

100034D

[AD5D\\$AC#8C' ?D 0ct4CÔ8C](#)

Rating: — · first AC: 2012-09-15 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1981.**

100034A

[B5CDBC#BCä@](#)

Rating: — · first AC: 2012-09-15 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1982.**

100034E

[B 8CÄAC BC,,GCÔKCR Cct>D K](#)

Rating: — · first AC: 2012-09-15 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1983.**

100034F

[A#CCi8C#8](#)

Rating: — · first AC: 2012-09-15 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1984.**

100034G

[AS#CÔHCT1CÔ0Dò ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BDÀ](#)

Rating: — · first AC: 2012-09-15 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1985.**

100034B

[A](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-15 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1986.**

100070L

[L](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-12 · GNU C++ (first AC) · Tags: —

[vlad107's solution](#)

**1987.**

100070J

[J](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-12 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1988.**

100070H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-12 · last AC: 2012-09-12 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1989.**

100070I

[I](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-12 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1990.**

100070D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-12 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1991.**

100070B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-12 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1992.**

100066G

[Totient function](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-29 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1993.**

100066D

[Cottage demolition](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-29 · Delphi (first AC) · Tags: —

[vlad107's solution](#)

**1994.**

100066B

[Sequence-2](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-29 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1995.**

100066C

[Banana](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-29 · FPC (first AC) · Tags: —

[vlad107's solution](#)

**1996.**

100052I

[I · Tutorial](#)

Rating: — · first AC: 2012-08-12 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1997.**

100052F

[F · Tutorial](#)

Rating: — · first AC: 2012-08-12 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**1998.**

100052H

[H · Tutorial](#)

Rating: — · first AC: 2012-08-12 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**1999.**

100052B

[B · Tutorial](#)

Rating: — · first AC: 2012-08-12 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**2000.**

100052J

[J · Tutorial](#)

Rating: — · first AC: 2012-08-12 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**2001.**

100009D

[D · Tutorial](#)

Rating: — · first AC: 2012-08-11 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

**2002.**

100009A

[A · Tutorial](#)

Rating: — · first AC: 2012-08-11 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**2003.**

100009C

[C · Tutorial](#)

Rating: — · first AC: 2012-08-11 · Delphi (first AC) · Tags: —  
[vlad107's solution](#)

**2004.**

100062F

[F · Tutorial](#)

Rating: — · first AC: 2012-08-11 · Delphi (first AC) · Tags: —  
[vlad107's solution](#)

**2005.**

100062H

[H · Tutorial](#)

Rating: — · first AC: 2012-08-11 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**2006.**

100062E

[E · Tutorial](#)

Rating: — · first AC: 2012-08-11 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2007.

100062I

[I · Tutorial](#)

Rating: — · first AC: 2012-08-11 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2008.

100062A

[A · Tutorial](#)

Rating: — · first AC: 2012-08-11 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2009.

100062D

[D · Tutorial](#)

Rating: — · first AC: 2012-08-11 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2010.

100062G

[G · Tutorial](#)

Rating: — · first AC: 2012-08-11 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2011.

100062B

[B · Tutorial](#)

Rating: — · first AC: 2012-08-11 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2012.

100062C

[C · Tutorial](#)

Rating: — · first AC: 2012-08-11 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2013.

100063A

[A · Tutorial](#)

Rating: — · first AC: 2012-08-10 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2014.

100063J

[J · Tutorial](#)

Rating: — · first AC: 2012-08-09 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

## 2015.

100063G

[G · Tutorial](#)

Rating: — · first AC: 2012-08-09 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2016.

100063E

[E · Tutorial](#)

Rating: — · first AC: 2012-08-09 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2017.

100063D

[D · Tutorial](#)

Rating: — · first AC: 2012-08-09 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2018.

100063F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-09 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2019.

100063B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-09 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2020.

100063H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-09 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2021.

100063C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-09 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2022.

100065D

[Suggester](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-09 · GNU C++ (first AC) · Tags: —  
[vlad107's solution](#)

## 2023.

100065A

[Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2024.

100065B

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2025.

100019I

[A·ÔAD\\$0CÔFC,,O](#)

Rating: — · first AC: 2012-02-05 · Delphi (first AC) · Tags: —  
[vlad107's solution](#)

## 2026.

100019C

[AÄ#Cä3CäCC4>C'LCÔ8C](#)

Rating: — · first AC: 2012-02-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2027.

100019E

[BTUÄÄl](#)

Rating: — · first AC: 2012-02-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2028.

100019H

[A@Dd13C€](#)

Rating: — · first AC: 2012-02-05 · Delphi (first AC) · Tags: —  
[vlad107's solution](#)

**2029.**

100019F

[A · Tutorial](#)

Rating: — · first AC: 2012-02-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**2030.**

100019G

[B · Tutorial](#)

Rating: — · first AC: 2012-02-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**2031.**

100019D

[A · Tutorial](#)

Rating: — · first AC: 2012-02-05 · Delphi (first AC) · Tags: —  
[vlad107's solution](#)

**2032.**

100019A

[A · Tutorial](#)

Rating: — · first AC: 2012-02-05 · Delphi (first AC) · Tags: —  
[vlad107's solution](#)

**2033.**

100019B

[A · Tutorial](#)

Rating: — · first AC: 2012-02-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**2034.**

100017G

[G · Tutorial](#)

Rating: — · first AC: 2012-02-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**2035.**

100017F

[F · Tutorial](#)

Rating: — · first AC: 2012-02-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**2036.**

100017E

[E · Tutorial](#)

Rating: — · first AC: 2012-02-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**2037.**

100017D

[D · Tutorial](#)

Rating: — · first AC: 2012-02-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**2038.**

100017C

[C · Tutorial](#)

Rating: — · first AC: 2012-02-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

**2039.**

100017B

[B · Tutorial](#)

Rating: — · first AC: 2012-02-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2040.

100017A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2012-02-05 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2041.

100012A

[Drawing Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-29 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2042.

100012D

[Mars Rover](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-29 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2043.

100012E

[Rabbit Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-29 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2044.

100012C

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-29 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2045.

100013C

[A&gt;C\\$@OT&CD5CÔ=D'9 XML](#)

Rating: — · first AC: 2012-01-27 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2046.

100013B

[A+D&43C'KC' AD\\$>C°](#)

Rating: — · first AC: 2012-01-27 · FPC (first AC) · Tags: —  
[vlad107's solution](#)

## 2047.

100013A

[B100&C€](#)

Rating: — · first AC: 2012-01-27 · Delphi (first AC) · Tags: —  
[vlad107's solution](#)

## 2048.

100010E

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-22 · Delphi (first AC) · Tags: —  
[vlad107's solution](#)

## 2049.

100010B

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