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Unique solved — voidmax

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

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

Filters: none

Count: 843

1.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,211 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: [bitmasks](#), [constructive algorithms](#), [dp](#), [greedy](#)

[voidmax's solution](#)

2.

1566A

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3.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [implementation](#)

[voidmax's solution](#)

4.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#)

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5.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [greedy](#), [sortings](#)

[voidmax's solution](#)

6.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [strings](#)

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7.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: [games](#), [greedy](#), [math](#)

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8.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [math](#)

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9.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,796 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [sortings](#), [strings](#)

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10.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,452 global accepts · Rating: 800 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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11.

1178A

[Prime Minister](#) · [Tutorial](#)

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12.

1136A

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Quality: 17,249 global accepts · Rating: 800 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: implementation
[voidmax's solution](#)

13.

1097A

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[voidmax's solution](#)

14.

1091A

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Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math
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15.

1043A

[Elections](#) · [Tutorial](#)

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16.

1030A

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[voidmax's solution](#)

17.

1028A

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Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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18.

1017A

[The Rank](#) · [Tutorial](#)

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[voidmax's solution](#)

19.

932A

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Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
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20.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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21.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,734 global accepts · Rating: 800 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
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22.

780A

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

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23.

769A

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

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[voidmax's solution](#)

24.

755A

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

Quality: 19,784 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory
[voidmax's solution](#)

25.

750A

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

Quality: 92,547 global accepts · Rating: 800 · first AC: 2017-01-02 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math
[voidmax's solution](#)

26.

734B

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Quality: 31,929 global accepts · Rating: 800 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[voidmax's solution](#)

27.

734A

[Anton and Danik](#) · [Tutorial](#)

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28.

702A

[Maximum Increase](#) · [Tutorial](#)

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[voidmax's solution](#)

29.

681A

[A Good Contest](#) · [Tutorial](#)

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[voidmax's solution](#)

30.

678A

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

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[voidmax's solution](#)

31.

677A

[Vanya and Fence](#) · [Tutorial](#)

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[voidmax's solution](#)

32.

647A

[Affect of C# A\\$0D 8](#)

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[voidmax's solution](#)

33.

629A

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34.

630A

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Quality: 93,494 global accepts · Rating: 800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: number theory

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35.

617A

[Elephant · Tutorial](#)

Quality: 249,089 global accepts · Rating: 800 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: math

[voidmax's solution](#)

36.

599A

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37.

510A

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Quality: 105,897 global accepts · Rating: 800 · first AC: 2015-02-03 · GNU C++ (first AC) · Tags: implementation

[voidmax's solution](#)

38.

486A

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Quality: 154,118 global accepts · Rating: 800 · first AC: 2014-11-13 · GNU C++ (first AC) · Tags: implementation, math

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39.

1326B

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40.

1208A

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41.

1187A

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42.

1110A

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43.

1089L

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44.

1055A

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45.

1025A

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[voidmax's solution](#)

46.

981A

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47.

913A

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Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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48.

776A

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49.

631A

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[voidmax's solution](#)

50.

160A

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51.

496A

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[voidmax's solution](#)

52.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

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53.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

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54.

1266B

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Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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55.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
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56.

1257B

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Quality: 22,523 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math
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57.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math
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58.

1101A

[Minimum Integer](#) · [Tutorial](#)

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59.

1033A

[King Escape](#) · [Tutorial](#)

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[voidmax's solution](#)

60.

1023B

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Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math
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61.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[voidmax's solution](#)

62.

862A

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

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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63.

757A

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

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[voidmax's solution](#)

64.

727A

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

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[voidmax's solution](#)

65.

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation

[voidmax's solution](#)

66.

649A

[A: NO 80ÄKCR GC,,AC`0 Aô>C`8C#0D ?C](#)

Quality: 1,617 global accepts · Rating: 1000 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[voidmax's solution](#)

67.

644A

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

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[voidmax's solution](#)

68.

637A

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

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[voidmax's solution](#)

69.

608A

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Quality: 9,915 global accepts · Rating: 1000 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: implementation, math

[voidmax's solution](#)

70.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: implementation

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71.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,603 global accepts · Rating: 1000 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: math

[voidmax's solution](#)

72.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,260 global accepts · Rating: 1000 · first AC: 2014-10-20 · GNU C++ (first AC) · Tags: brute force, math

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73.

1A

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[voidmax's solution](#)

74.

1566D1

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

[voidmax's solution](#)

75.

1534B

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Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[voidmax's solution](#)

76.

1523B

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Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[voidmax's solution](#)

77.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[voidmax's solution](#)

78.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[voidmax's solution](#)

79.

1202A

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Quality: 10,721 global accepts · Rating: 1100 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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80.

1119A

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

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81.

1112A

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Rating: 1100 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: implementation

[voidmax's solution](#)

82.

1070K

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83.

1033B

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Quality: 11,952 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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84.

1030B

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

Quality: 13,229 global accepts · Rating: 1100 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

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85.

911A

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Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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86.

883M

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87.

858A

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Quality: 8,996 global accepts · Rating: 1100 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[voidmax's solution](#)

88.

799A

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

[voidmax's solution](#)

89.

755B

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

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

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90.

682A

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

Quality: 23,993 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[voidmax's solution](#)

91.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[voidmax's solution](#)

92.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force

[voidmax's solution](#)

93.

630J

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Quality: 12,714 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory

[voidmax's solution](#)

94.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[voidmax's solution](#)

95.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,915 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[voidmax's solution](#)

96.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,884 global accepts · Rating: 1100 · first AC: 2014-10-26 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory

[voidmax's solution](#)

97.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,186 global accepts · Rating: 1100 · first AC: 2014-10-16 · GNU C++ (first AC) · Tags: implementation

[voidmax's solution](#)

98.

467B

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Quality: 42,848 global accepts · Rating: 1100 · first AC: 2014-10-07 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[voidmax's solution](#)

99.

1578E

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Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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100.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

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101.

1270B

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

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102.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

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103.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,706 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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104.

1184A1

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

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[voidmax's solution](#)

105.

1097B

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Quality: 35,943 global accepts · Rating: 1200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

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106.

1091B

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

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107.

1043B

[Lost Array](#) · [Tutorial](#)

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108.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[voidmax's solution](#)

109.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[voidmax's solution](#)

110.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[voidmax's solution](#)

111.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[voidmax's solution](#)

112.

944A

[World Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[voidmax's solution](#)

113.

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
[voidmax's solution](#)

114.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[voidmax's solution](#)

115.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[voidmax's solution](#)

116.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
[voidmax's solution](#)

117.

769B

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

Quality: 3,442 global accepts · Rating: 1200 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, greedy, two pointers
[voidmax's solution](#)

118.

776B

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

Quality: 25,725 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory
[voidmax's solution](#)

119.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: implementation, sortings
[voidmax's solution](#)

120.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: sortings
[voidmax's solution](#)

121.

647B

[At the Top of the World](#) · [Tutorial](#)

Quality: 12,700 global accepts · Rating: 1200 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: —
[voidmax's solution](#)

122.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,835 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings
[voidmax's solution](#)

123.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[voidmax's solution](#)

124.

630R

[Game](#) · [Tutorial](#)

Quality: 9,586 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: games, math
[voidmax's solution](#)

125.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,362 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math
[voidmax's solution](#)

126.

612B

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Quality: 7,603 global accepts · Rating: 1200 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: implementation, math
[voidmax's solution](#)

127.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,238 global accepts · Rating: 1200 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: implementation
[voidmax's solution](#)

128.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[voidmax's solution](#)

129.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[voidmax's solution](#)

130.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,807 global accepts · Rating: 1300 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[voidmax's solution](#)

131.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[voidmax's solution](#)

132.

1220C

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

Quality: 10,812 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings
[voidmax's solution](#)

133.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[voidmax's solution](#)

134.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dp, strings
[voidmax's solution](#)

135.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: binary search, implementation, strings
[voidmax's solution](#)

136.

1119B

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

Quality: 16,365 global accepts · Rating: 1300 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings
[voidmax's solution](#)

137.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-02-25 · GNU C++11 (first AC) · Tags: greedy, implementation
[voidmax's solution](#)

138.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[voidmax's solution](#)

139.

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation
[voidmax's solution](#)

140.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[voidmax's solution](#)

141.

1007A

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

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

[voidmax's solution](#)

142.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[voidmax's solution](#)

143.

932B

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

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[voidmax's solution](#)

144.

889A

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

Rating: 1300 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[voidmax's solution](#)

145.

883F

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

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[voidmax's solution](#)

146.

862B

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

Quality: 25,642 global accepts · Rating: 1300 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[voidmax's solution](#)

147.

840A

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

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

[voidmax's solution](#)

148.

770B

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

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, math

[voidmax's solution](#)

149.

755C

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

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[voidmax's solution](#)

150.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2017-01-02 · GNU C++11 (first AC) · Tags: geometry, implementation
[voidmax's solution](#)

151.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: brute force
[voidmax's solution](#)

152.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 1300 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[voidmax's solution](#)

153.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math
[voidmax's solution](#)

154.

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory
[voidmax's solution](#)

155.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,224 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math
[voidmax's solution](#)

156.

630F

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

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math
[voidmax's solution](#)

157.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1300 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: combinatorics
[voidmax's solution](#)

158.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,838 global accepts · Rating: 1300 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[voidmax's solution](#)

159.

485B

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

Quality: 6,791 global accepts · Rating: 1300 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: brute force, greedy
[voidmax's solution](#)

160.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,258 global accepts · Rating: 1300 · first AC: 2014-10-16 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[voidmax's solution](#)

161.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[voidmax's solution](#)

162.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[voidmax's solution](#)

163.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[voidmax's solution](#)

164.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[voidmax's solution](#)

165.

1266C

[Diverse Matrix](#) · [Tutorial](#)

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

[voidmax's solution](#)

166.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-15 · GNU C++11 (first AC) · Tags: implementation, two pointers

[voidmax's solution](#)

167.

1184B1

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

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: binary search, sortings

[voidmax's solution](#)

168.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,579 global accepts · Rating: 1400 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[voidmax's solution](#)

169.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[voidmax's solution](#)

170.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: math, number theory

[voidmax's solution](#)

171.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[voidmax's solution](#)

172.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees
[voidmax's solution](#)

173.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp
[voidmax's solution](#)

174.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[voidmax's solution](#)

175.

799B

[T-shirt buying](#) · [Tutorial](#)

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

176.

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[voidmax's solution](#)

177.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,576 global accepts · Rating: 1400 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, two pointers
[voidmax's solution](#)

178.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,794 global accepts · Rating: 1400 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: math, number theory
[voidmax's solution](#)

179.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,425 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[voidmax's solution](#)

180.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math
[voidmax's solution](#)

181.

679A

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

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math
[voidmax's solution](#)

182.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-02 · GNU C++11 (first AC) · Tags: implementation, math
[voidmax's solution](#)

183.

649B

[B&O&C&E](#)

Quality: 638 global accepts · Rating: 1400 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms
[voidmax's solution](#)

184.

637C

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

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, implementation
[voidmax's solution](#)

185.

630L

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

Quality: 4,054 global accepts · Rating: 1400 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: implementation, math
[voidmax's solution](#)

186.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math
[voidmax's solution](#)

187.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1400 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: implementation, math
[voidmax's solution](#)

188.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,857 global accepts · Rating: 1400 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math
[voidmax's solution](#)

189.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: binary search, greedy
[voidmax's solution](#)

190.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 1400 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: brute force, implementation
[voidmax's solution](#)

191.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[voidmax's solution](#)

192.

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation

[voidmax's solution](#)

193.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: implementation, math, matrices

[voidmax's solution](#)

194.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,428 global accepts · Rating: 1400 · first AC: 2014-10-20 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[voidmax's solution](#)

195.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,072 global accepts · Rating: 1400 · first AC: 2014-10-20 · GNU C++ (first AC) · Tags: greedy, sortings

[voidmax's solution](#)

196.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[voidmax's solution](#)

197.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[voidmax's solution](#)

198.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[voidmax's solution](#)

199.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[voidmax's solution](#)

200.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[voidmax's solution](#)

201.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[voidmax's solution](#)

202.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs

[voidmax's solution](#)

203.

1119C

[Rameses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[voidmax's solution](#)

204.

1136C

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

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

[voidmax's solution](#)

205.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[voidmax's solution](#)

206.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: implementation

[voidmax's solution](#)

207.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: sortings

[voidmax's solution](#)

208.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[voidmax's solution](#)

209.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[voidmax's solution](#)

210.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[voidmax's solution](#)

211.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,222 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[voidmax's solution](#)

212.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[voidmax's solution](#)

213.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[voidmax's solution](#)

214.

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,392 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[voidmax's solution](#)

215.

944C

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

Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[voidmax's solution](#)

216.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[voidmax's solution](#)

217.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[voidmax's solution](#)

218.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[voidmax's solution](#)

219.

858C

[Did you mean...](#) · [Tutorial](#)

Quality: 5,876 global accepts · Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[voidmax's solution](#)

220.

858B

[Which floor?](#) · [Tutorial](#)

Quality: 4,105 global accepts · Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[voidmax's solution](#)

221.

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[voidmax's solution](#)

222.

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[voidmax's solution](#)

223.

771A

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

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

[voidmax's solution](#)

224.

770C

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

Quality: 2,934 global accepts · Rating: 1500 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, implementation

[voidmax's solution](#)

225.

744A

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

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[voidmax's solution](#)

226.

724B

[Batch Sort](#) · [Tutorial](#)

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

[voidmax's solution](#)

227.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,884 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[voidmax's solution](#)

228.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,628 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[voidmax's solution](#)

229.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-02 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[voidmax's solution](#)

230.

649C

[A5D10D\\$LD4AC^>C\\$8C•](#)

Quality: 558 global accepts · Rating: 1500 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[voidmax's solution](#)

231.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory

[voidmax's solution](#)

232.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: brute force, implementation

[voidmax's solution](#)

233.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,462 global accepts · Rating: 1500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: combinatorics, strings

[voidmax's solution](#)

234.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1500 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: combinatorics

[voidmax's solution](#)

235.

555A

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

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

[voidmax's solution](#)

236.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,153 global accepts · Rating: 1500 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, implementation

[voidmax's solution](#)

237.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, implementation

[voidmax's solution](#)

238.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[voidmax's solution](#)

239.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[voidmax's solution](#)

240.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[voidmax's solution](#)

241.

1528A

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

Quality: 18,982 global accepts · Rating: 1600 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[voidmax's solution](#)

242.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,633 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[voidmax's solution](#)

243.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[voidmax's solution](#)

244.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings,

trees

[voidmax's solution](#)

245.

1305C

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

Quality: 18,780 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[voidmax's solution](#)

246.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[voidmax's solution](#)

247.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[voidmax's solution](#)

248.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[voidmax's solution](#)

249.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,934 global accepts · Rating: 1600 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: trees

[voidmax's solution](#)

250.

1184D1

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

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: implementation

[voidmax's solution](#)

251.

1184C1

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

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: implementation

[voidmax's solution](#)

252.

1112B

[System Testing](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: implementation

[voidmax's solution](#)

253.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-25 · GNU C++11 (first AC) · Tags: dp, implementation

[voidmax's solution](#)

254.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[voidmax's solution](#)

255.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games
[voidmax's solution](#)

256.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,051 global accepts · Rating: 1600 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings
[voidmax's solution](#)

257.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[voidmax's solution](#)

258.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory
[voidmax's solution](#)

259.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[voidmax's solution](#)

260.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[voidmax's solution](#)

261.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[voidmax's solution](#)

262.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1600 · first AC: 2018-05-29 · last AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths
[voidmax's solution](#)

263.

925A

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

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

264.

924B

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

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

265.

923B

[Producing Snow](#) · [Tutorial](#)

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

[voidmax's solution](#)

266.

944D

[Game with String](#) · [Tutorial](#)

Quality: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

267.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[voidmax's solution](#)

268.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[voidmax's solution](#)

269.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[voidmax's solution](#)

270.

878A

[Short Program](#) · [Tutorial](#)

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

[voidmax's solution](#)

271.

858D

[Polycarp's phone book](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 1600 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[voidmax's solution](#)

272.

780C

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

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[voidmax's solution](#)

273.

780B

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

Quality: 12,645 global accepts · Rating: 1600 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: binary search

[voidmax's solution](#)

274.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, dp

[voidmax's solution](#)

275.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2017-01-02 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[voidmax's solution](#)

276.

741B

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

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu

[voidmax's solution](#)

277.

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, math

[voidmax's solution](#)

278.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, number theory

[voidmax's solution](#)

279.

736A

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

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[voidmax's solution](#)

280.

734C

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

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers

[voidmax's solution](#)

281.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 1600 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings

[voidmax's solution](#)

282.

715A

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

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

[voidmax's solution](#)

283.

678B

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

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

[voidmax's solution](#)

284.

657A

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

Rating: 1600 · first AC: 2016-03-28 · last AC: 2016-04-01 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[voidmax's solution](#)

285.

649D

[AD5DD@C 3CÄ5CÔBC FC,,O Cò0CÄOD\\$8](#)

Quality: 434 global accepts · Rating: 1600 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[voidmax's solution](#)

286.

637D

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

Quality: 2,125 global accepts · Rating: 1600 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, data structures, dp, greedy

[voidmax's solution](#)

287.

630G

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

Quality: 3,300 global accepts · Rating: 1600 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[voidmax's solution](#)

288.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1600 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: implementation

[voidmax's solution](#)

289.

608C

[Chain Reaction](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[voidmax's solution](#)

290.

606C

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

Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: —

[voidmax's solution](#)

291.

606B

[Testing Robots](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: implementation

[voidmax's solution](#)

292.

604C

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

Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, math

[voidmax's solution](#)

293.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,872 global accepts · Rating: 1600 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[voidmax's solution](#)

294.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: sortings

[voidmax's solution](#)

295.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, implementation, math

[voidmax's solution](#)

296.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[voidmax's solution](#)

297.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[voidmax's solution](#)

298.

1578H

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

Quality: 2,169 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[voidmax's solution](#)

299.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[voidmax's solution](#)

300.

1528B

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

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[voidmax's solution](#)

301.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[voidmax's solution](#)

302.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[voidmax's solution](#)

303.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,768 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[voidmax's solution](#)

304.

1268A

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

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

[voidmax's solution](#)

305.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[voidmax's solution](#)

306.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[voidmax's solution](#)

307.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[voidmax's solution](#)

308.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy

[voidmax's solution](#)

309.

1091D

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

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[voidmax's solution](#)

310.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[voidmax's solution](#)

311.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[voidmax's solution](#)

312.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[voidmax's solution](#)

313.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[voidmax's solution](#)

314.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[voidmax's solution](#)

315.

925B

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

Quality: 2,350 global accepts · Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings

[voidmax's solution](#)

316.

924C

[Riverside Curio](#) · [Tutorial](#)

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

[voidmax's solution](#)

317.

923A

[Primal Sport](#) · [Tutorial](#)

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

[voidmax's solution](#)

318.

944B

[Laboratory Work](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[voidmax's solution](#)

319.

827A

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

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings,

strings

[voidmax's solution](#)

320.

773A

[Success Rate](#) · [Tutorial](#)

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

[voidmax's solution](#)

321.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[voidmax's solution](#)

322.

769D

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

Quality: 2,554 global accepts · Rating: 1700 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[voidmax's solution](#)

323.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: binary search, greedy, strings

[voidmax's solution](#)

324.

756A

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

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar

[voidmax's solution](#)

325.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · last AC: 2016-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[voidmax's solution](#)

326.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search

[voidmax's solution](#)

327.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: implementation

[voidmax's solution](#)

328.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[voidmax's solution](#)

329.

678D

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

Quality: 5,403 global accepts · Rating: 1700 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: math, number theory

[voidmax's solution](#)

330.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[voidmax's solution](#)

331.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: data structures, sortings

[voidmax's solution](#)

332.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures

[voidmax's solution](#)

333.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, implementation, math

[voidmax's solution](#)

334.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,261 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[voidmax's solution](#)

335.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 1700 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[voidmax's solution](#)

336.

606D

[Lazy Student](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-12-09 · last AC: 2015-12-09 · GNU C++11 (first AC) · Tags: graphs

[voidmax's solution](#)

337.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-29 · last AC: 2015-10-29 · GNU C++11 (first AC) · Tags: implementation

[voidmax's solution](#)

338.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[voidmax's solution](#)

339.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[voidmax's solution](#)

340.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: brute force, greedy

[voidmax's solution](#)

341.

578A

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math

[voidmax's solution](#)

342.

485C

[Bits](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: implementation, math

[voidmax's solution](#)

343.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2014-10-20 · GNU C++ (first AC) · Tags: binary search, greedy, implementation

[voidmax's solution](#)

344.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[voidmax's solution](#)

345.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[voidmax's solution](#)

346.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[voidmax's solution](#)

347.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,154 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[voidmax's solution](#)

348.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[voidmax's solution](#)

349.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[voidmax's solution](#)

350.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[voidmax's solution](#)

351.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[voidmax's solution](#)

352.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[voidmax's solution](#)

353.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-15 · GNU C++11 (first AC) · Tags: games

[voidmax's solution](#)

354.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[voidmax's solution](#)

355.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, sortings

[voidmax's solution](#)

356.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: greedy

[voidmax's solution](#)

357.

1109B

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

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-25 · GNU C++11 (first AC) · Tags: constructive algorithms, hashing, strings

[voidmax's solution](#)

358.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy

[voidmax's solution](#)

359.

1030D

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

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

[voidmax's solution](#)

360.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[voidmax's solution](#)

361.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[voidmax's solution](#)

362.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[voidmax's solution](#)

363.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[voidmax's solution](#)

364.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[voidmax's solution](#)

365.

923C

[Perfect Security](#) · [Tutorial](#)

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

[voidmax's solution](#)

366.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[voidmax's solution](#)

367.

913D

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

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[voidmax's solution](#)

368.

911D

[Inversion Counting](#) · [Tutorial](#)

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[voidmax's solution](#)

369.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[voidmax's solution](#)

370.

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[voidmax's solution](#)

371.

827B

[High Load](#) · [Tutorial](#)

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

[voidmax's solution](#)

372.

799C

[Fountains](#) · [Tutorial](#)

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

[voidmax's solution](#)

373.

772A

[Voltage Keepsake](#) · [Tutorial](#)

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

[voidmax's solution](#)

374.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,478 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[voidmax's solution](#)

375.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[voidmax's solution](#)

376.

727D

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

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, greedy

[voidmax's solution](#)

377.

724C

[Ray Tracing](#) · [Tutorial](#)

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

[voidmax's solution](#)

378.

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-26 · last AC: 2016-07-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[voidmax's solution](#)

379.

630M

[Turn](#) · [Tutorial](#)

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

[voidmax's solution](#)

380.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[voidmax's solution](#)

381.

604D

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

Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dsu, math, number theory

[voidmax's solution](#)

382.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,118 global accepts · Rating: 1800 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[voidmax's solution](#)

383.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation
[voidmax's solution](#)

384.

478C

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

Quality: 20,590 global accepts · Rating: 1800 · first AC: 2014-10-16 · GNU C++ (first AC) · Tags: greedy
[voidmax's solution](#)

385.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[voidmax's solution](#)

386.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers
[voidmax's solution](#)

387.

1305D

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

Quality: 5,364 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
[voidmax's solution](#)

388.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings
[voidmax's solution](#)

389.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[voidmax's solution](#)

390.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory
[voidmax's solution](#)

391.

1208D

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

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation
[voidmax's solution](#)

392.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[voidmax's solution](#)

393.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[voidmax's solution](#)

394.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[voidmax's solution](#)

395.

1184E1

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

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: graphs, trees

[voidmax's solution](#)

396.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: hashing, implementation, strings

[voidmax's solution](#)

397.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[voidmax's solution](#)

398.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[voidmax's solution](#)

399.

1078A

[Barcelonian Distance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math, shortest paths

[voidmax's solution](#)

400.

1043E

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

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[voidmax's solution](#)

401.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

[voidmax's solution](#)

402.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
[voidmax's solution](#)

403.

944E

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

Rating: 1900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp
[voidmax's solution](#)

404.

928C

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

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, graphs, implementation
[voidmax's solution](#)

405.

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings, trees
[voidmax's solution](#)

406.

883G

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

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[voidmax's solution](#)

407.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[voidmax's solution](#)

408.

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[voidmax's solution](#)

409.

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[voidmax's solution](#)

410.

780D

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

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings
[voidmax's solution](#)

411.

757C

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

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, strings
[voidmax's solution](#)

412.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2017-01-02 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[voidmax's solution](#)

413.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive
[voidmax's solution](#)

414.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · last AC: 2016-11-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees
[voidmax's solution](#)

415.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math, number theory
[voidmax's solution](#)

416.

724D

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

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

417.

717E

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

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: dfs and similar
[voidmax's solution](#)

418.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: games, matrices, probabilities
[voidmax's solution](#)

419.

685B

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

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees
[voidmax's solution](#)

420.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,375 global accepts · Rating: 1900 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings
[voidmax's solution](#)

421.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math
[voidmax's solution](#)

422.

608D

[Zuma](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: dp
[voidmax's solution](#)

423.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-18 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[voidmax's solution](#)

424.

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: binary search

[voidmax's solution](#)

425.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[voidmax's solution](#)

426.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[voidmax's solution](#)

427.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[voidmax's solution](#)

428.

1288E

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431.

1266D

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433.

1190D

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1030E

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440.

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445.

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678E

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679B

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657B

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511.

634D

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617E

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604E

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514.

538E

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515.

1693C

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516.

1534E

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517.

1528C

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518.

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519.

1310D

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522.

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1101G

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531.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[voidmax's solution](#)

532.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[voidmax's solution](#)

533.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[voidmax's solution](#)

534.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[voidmax's solution](#)

535.

772C

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

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[voidmax's solution](#)

536.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths
[voidmax's solution](#)

537.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: binary search, dp, greedy
[voidmax's solution](#)

538.

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
[voidmax's solution](#)

539.

715B

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

Quality: 3,433 global accepts · Rating: 2300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths
[voidmax's solution](#)

540.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: dp, greedy, number theory
[voidmax's solution](#)

541.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 2300 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: geometry, sortings
[voidmax's solution](#)

542.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy
[voidmax's solution](#)

543.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[voidmax's solution](#)

544.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[voidmax's solution](#)

545.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[voidmax's solution](#)

546.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-

the-middle

[voidmax's solution](#)

547.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[voidmax's solution](#)

548.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[voidmax's solution](#)

549.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[voidmax's solution](#)

550.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2400 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[voidmax's solution](#)

551.

1184E3

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

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[voidmax's solution](#)

552.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: data structures, sortings

[voidmax's solution](#)

553.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: graphs, implementation

[voidmax's solution](#)

554.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-25 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math, trees

[voidmax's solution](#)

555.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[voidmax's solution](#)

556.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-11 · last AC: 2019-01-11 · GNU C++11 (first AC) · Tags: binary search, dp

[voidmax's solution](#)

557.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[voidmax's solution](#)

558.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[voidmax's solution](#)

559.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[voidmax's solution](#)

560.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[voidmax's solution](#)

561.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[voidmax's solution](#)

562.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[voidmax's solution](#)

563.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[voidmax's solution](#)

564.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, strings

[voidmax's solution](#)

565.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[voidmax's solution](#)

566.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[voidmax's solution](#)

567.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
[voidmax's solution](#)

568.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[voidmax's solution](#)

569.

914E

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

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees
[voidmax's solution](#)

570.

913E

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

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths
[voidmax's solution](#)

571.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,044 global accepts · Rating: 2400 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers
[voidmax's solution](#)

572.

908F

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

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation
[voidmax's solution](#)

573.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[voidmax's solution](#)

574.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs
[voidmax's solution](#)

575.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[voidmax's solution](#)

576.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, probabilities
[voidmax's solution](#)

577.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-03-23 · last AC: 2017-03-24 · GNU C++11 (first AC) · Tags: data structures, divide and conquer
[voidmax's solution](#)

578.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, matrices
[voidmax's solution](#)

579.

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2017-03-01 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, two pointers
[voidmax's solution](#)

580.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, string suffix structures
[voidmax's solution](#)

581.

755E

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

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths
[voidmax's solution](#)

582.

744C

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

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp
[voidmax's solution](#)

583.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[voidmax's solution](#)

584.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees
[voidmax's solution](#)

585.

1528D

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

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[voidmax's solution](#)

586.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities
[voidmax's solution](#)

587.

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[voidmax's solution](#)

588.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[voidmax's solution](#)

589.

1186E

[Vus the Cossack and a Field](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2019-08-17 · last AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, implementation, math

[voidmax's solution](#)

590.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[voidmax's solution](#)

591.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[voidmax's solution](#)

592.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2500 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[voidmax's solution](#)

593.

1112F

[Power Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[voidmax's solution](#)

594.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-06 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[voidmax's solution](#)

595.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[voidmax's solution](#)

596.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-28 · last AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[voidmax's solution](#)

597.

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[voidmax's solution](#)

598.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[voidmax's solution](#)

599.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2018-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[voidmax's solution](#)

600.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
[voidmax's solution](#)

601.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graph matchings, greedy
[voidmax's solution](#)

602.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[voidmax's solution](#)

603.

924D

[Contact ATC](#) · [Tutorial](#)

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

604.

923D

[Picking Strings](#) · [Tutorial](#)

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

605.

908E

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

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[voidmax's solution](#)

606.

911G

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

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[voidmax's solution](#)

607.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[voidmax's solution](#)

608.

799E

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

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers
[voidmax's solution](#)

609.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dp
[voidmax's solution](#)

610.

778C

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

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[voidmax's solution](#)

611.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: dp, trees

[voidmax's solution](#)

612.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[voidmax's solution](#)

613.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[voidmax's solution](#)

614.

704B

[Ant Man](#) · [Tutorial](#)

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

[voidmax's solution](#)

615.

1566F

[Points Movement](#) · [Tutorial](#)

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

[voidmax's solution](#)

616.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[voidmax's solution](#)

617.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[voidmax's solution](#)

618.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[voidmax's solution](#)

619.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[voidmax's solution](#)

620.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2019-11-13 · last AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[voidmax's solution](#)

621.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[voidmax's solution](#)

622.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[voidmax's solution](#)

623.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, interactive

[voidmax's solution](#)

624.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[voidmax's solution](#)

625.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[voidmax's solution](#)

626.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[voidmax's solution](#)

627.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[voidmax's solution](#)

628.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2017-01-06 · last AC: 2017-01-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[voidmax's solution](#)

629.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2017-01-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[voidmax's solution](#)

630.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2016-12-06 · last AC: 2016-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[voidmax's solution](#)

631.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2016-10-10 · last AC: 2016-10-10 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[voidmax's solution](#)

632.

703E

[Mishka and Divisors](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 2600 · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: dp, number theory

[voidmax's solution](#)

633.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2600 · first AC: 2016-03-09 · last AC: 2016-03-09 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[voidmax's solution](#)

634.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[voidmax's solution](#)

635.

1540C1

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

Quality: 749 global accepts · Rating: 2700 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[voidmax's solution](#)

636.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[voidmax's solution](#)

637.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[voidmax's solution](#)

638.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[voidmax's solution](#)

639.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[voidmax's solution](#)

640.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, matrices

[voidmax's solution](#)

641.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-08-17 · last AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, sortings

[voidmax's solution](#)

642.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[voidmax's solution](#)

643.

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[voidmax's solution](#)

644.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[voidmax's solution](#)

645.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2018-02-14 · last AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs

[voidmax's solution](#)

646.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[voidmax's solution](#)

647.

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: data structures, dp

[voidmax's solution](#)

648.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2016-09-18 · last AC: 2016-09-18 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[voidmax's solution](#)

649.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: dp, greedy

[voidmax's solution](#)

650.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[voidmax's solution](#)

651.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[voidmax's solution](#)

652.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[voidmax's solution](#)

653.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[voidmax's solution](#)

654.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-06 · GNU C++11 (first AC) · Tags: data structures

[voidmax's solution](#)

655.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[voidmax's solution](#)

656.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[voidmax's solution](#)

657.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: math, matrices

[voidmax's solution](#)

658.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[voidmax's solution](#)

659.

1540C2

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

Quality: 558 global accepts · Rating: 2900 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[voidmax's solution](#)

660.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[voidmax's solution](#)

661.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2019-02-25 · GNU C++11 (first AC) · Tags: data structures, dp
[voidmax's solution](#)

662.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[voidmax's solution](#)

663.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2018-08-28 · last AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: math
[voidmax's solution](#)

664.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[voidmax's solution](#)

665.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2017-02-16 · GNU C++11 (first AC) · Tags: dp, flows, greedy
[voidmax's solution](#)

666.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
[voidmax's solution](#)

667.

736E

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

Quality: 205 global accepts · Rating: 2900 · first AC: 2016-12-01 · last AC: 2016-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, greedy, math
[voidmax's solution](#)

668.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 3000 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[voidmax's solution](#)

669.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[voidmax's solution](#)

670.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, sortings

[voidmax's solution](#)

671.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[voidmax's solution](#)

672.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, interactive

[voidmax's solution](#)

673.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 3000 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[voidmax's solution](#)

674.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2016-11-23 · last AC: 2016-11-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[voidmax's solution](#)

675.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[voidmax's solution](#)

676.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[voidmax's solution](#)

677.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[voidmax's solution](#)

678.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[voidmax's solution](#)

679.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[voidmax's solution](#)

680.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-02-25 · GNU C++11 (first AC) · Tags: binary search, interactive, trees

[voidmax's solution](#)

681.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[voidmax's solution](#)

682.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[voidmax's solution](#)

683.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2018-12-31 · GNU C++11 (first AC) · Tags: games

[voidmax's solution](#)

684.

1089J

[JS Minification](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3200 · first AC: 2018-12-05 · PyPy 3 (first AC) · Tags: greedy, implementation

[voidmax's solution](#)

685.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2016-03-07 · last AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[voidmax's solution](#)

686.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, sortings

[voidmax's solution](#)

687.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[voidmax's solution](#)

688.

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[voidmax's solution](#)

689.

949F

[Astronomy](#) · [Tutorial](#)

Quality: 63 global accepts · Rating: 3300 · first AC: 2018-03-09 · last AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, probabilities

[voidmax's solution](#)

690.

1205F

[Beauty of a Permutation](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3400 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[voidmax's solution](#)

691.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[voidmax's solution](#)

692.

739D

[Recover a functional graph](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2016-11-25 · GNU C++11 (first AC) · Tags: graph matchings
[voidmax's solution](#)

693.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees
[voidmax's solution](#)

694.

1267C

[Cactus Revenge](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3500 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[voidmax's solution](#)

695.

102511B

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

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[voidmax's solution](#)

696.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[voidmax's solution](#)

697.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[voidmax's solution](#)

698.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[voidmax's solution](#)

699.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[voidmax's solution](#)

700.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[voidmax's solution](#)

701.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[voidmax's solution](#)

702.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[voidmax's solution](#)

703.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[voidmax's solution](#)

704.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[voidmax's solution](#)

705.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[voidmax's solution](#)

706.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[voidmax's solution](#)

707.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[voidmax's solution](#)

708.

102500E

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

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[voidmax's solution](#)

709.

102500F

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

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[voidmax's solution](#)

710.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[voidmax's solution](#)

711.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[voidmax's solution](#)

712.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[voidmax's solution](#)

713.

102501A

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

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[voidmax's solution](#)

714.

102501H

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

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[voidmax's solution](#)

715.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[voidmax's solution](#)

716.

102501E

[Pixels](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[voidmax's solution](#)

717.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[voidmax's solution](#)

718.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[voidmax's solution](#)

719.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[voidmax's solution](#)

720.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[voidmax's solution](#)

721.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[voidmax's solution](#)

722.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[voidmax's solution](#)

723.

1302G

[Keep talking and nobody explodes -- medium](#) · [Tutorial](#)

Quality: 23 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[voidmax's solution](#)

724.

1302D

[Dijkstra](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[voidmax's solution](#)

725.

1302F

[Keep talking and nobody explodes -- easy](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, expression parsing
[voidmax's solution](#)

726.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[voidmax's solution](#)

727.

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[voidmax's solution](#)

728.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[voidmax's solution](#)

729.

1275F

[B,0D4C,,@Cä2C =C,,5 Cö>D BCä2](#)

Quality: 92 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, interactive
[voidmax's solution](#)

730.

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special
[voidmax's solution](#)

731.

1275C

[#define At0CDD0toB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special
[voidmax's solution](#)

732.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special
[voidmax's solution](#)

733.

1275A

[B DKK\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special
[voidmax's solution](#)

734.

102392C

[Find the Array](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[voidmax's solution](#)

735.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[voidmax's solution](#)

736.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[voidmax's solution](#)

737.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[voidmax's solution](#)

738.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[voidmax's solution](#)

739.

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[voidmax's solution](#)

740.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[voidmax's solution](#)

741.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: —

[voidmax's solution](#)

742.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,265 global accepts · Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

[voidmax's solution](#)

743.

101964K

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

Rating: — · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[voidmax's solution](#)

744.

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

745.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-02 · Python 3 (first AC) · Tags: —

[voidmax's solution](#)

746.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[voidmax's solution](#)

747.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[voidmax's solution](#)

748.

101964A

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[voidmax's solution](#)

749.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[voidmax's solution](#)

750.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[voidmax's solution](#)

751.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[voidmax's solution](#)

752.

101612F

[Fygon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[voidmax's solution](#)

753.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[voidmax's solution](#)

754.

101612L

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

Rating: — · first AC: 2018-11-01 · Python 3 (first AC) · Tags: —
[voidmax's solution](#)

755.

101612I

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

Rating: — · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[voidmax's solution](#)

756.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[voidmax's solution](#)

757.

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

758.

101612A

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

Rating: — · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[voidmax's solution](#)

759.

101612B

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

Rating: — · first AC: 2018-11-01 · Python 3 (first AC) · Tags: —
[voidmax's solution](#)

760.

101673J

[Workout for a Dumbbell](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[voidmax's solution](#)

761.

101673F

[Keeping On Track](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[voidmax's solution](#)

762.

101673G

[A Question of Ingestion](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[voidmax's solution](#)

763.

101673H

[Sheba's Amoebas](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[voidmax's solution](#)

764.

101673I

[Twenty Four, Again](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[voidmax's solution](#)

765.

101673D

[Game of Throws](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[voidmax's solution](#)

766.

101673C

[DRM Messages](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[voidmax's solution](#)

767.

101619D

[A > CÄC CÄ HC,,DD C](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[voidmax's solution](#)

768.

101619B

[A > CÄC CÄ 2 A\\$>D BCäGCÖ>CÄ -C#ACô@CTAD 5](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

769.

101619F

A5C0D>Ct@C,,BCT;DÄ=C O D BD >C#0

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

770.

101619C

A NCD6CTB

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

771.

101619H

A,,=D\$5D 5D =C O Ct0C40CD:C

Rating: — · first AC: 2017-12-07 · last AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

772.

101619J

B BC10,,;DÄ=CäAD\$L D\$@C =Ct0C#FC,,9

Rating: — · first AC: 2017-12-07 · last AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

773.

101619G

B,00A

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

774.

101619E

A6@Qä=C,,-C0>C\$5C08CR 2 D 5C`8C#2C @C,,9

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

775.

101619I

A 50C060D =D`9 C00D >C`L

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

776.

101619A

B 0DAG`5CD>C\$0C08CR CC 8C"AD\$2C

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

777.

101619K

A\$0C4#C C0K A\$>D BCäGC0>C4> B0:D ?D 5D AC

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

778.

101614F

B\$@CT=C,,@Cä2C#8 B\$>D 0

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

779.

101614H

A,Ä06KD\$0C08CP

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

780.

101614C

[A650502 A A AC40D 4C](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

781.

101614B

[A>C08C, \(C ECÄ0D\\$K](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

782.

101614D

[A,3D0i0 GC,,AC`0CÄ8](#)

Rating: — · first AC: 2017-11-30 · Python 3 (first AC) · Tags: —

[voidmax's solution](#)

783.

101614G

[A@C:AC,,2Cä5 Dt8D ;Cà](#)

Rating: — · first AC: 2017-11-30 · Python 3 (first AC) · Tags: —

[voidmax's solution](#)

784.

101609C

[A6@D16C#8 D ?Cä2Cä@CäBCä<](#)

Rating: — · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

785.

101609F

[B8D#C\\$0CÔ8CP](#)

Rating: — · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

786.

101609J

[B 5D\\$2C,=D\\$8CÄ Gv-çFW](#)

Rating: — · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

787.

101609H

[BTD?C,,AC =C,,5](#)

Rating: — · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

788.

101609E

[B 0Ct#D`5 Dd8DD@D°](#)

Rating: — · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

789.

101609G

[A65Dri0T4CÔODò 1C,,BC\\$0](#)

Rating: — · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

790.

101609D

[A6500ADt5D\\$K C" AD\\$@CäN](#)

Rating: — · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

791.

101609K

[AD@Cä1C'5CÔ8CP](#)

Rating: — · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

792.

101609A

[AÛCäCÔ>CÄ5D =CäAD\\$8](#)

Rating: — · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

793.

101580G

[B UD?D 5CD5C'5CÔ8CR @C 1CäB](#)

Rating: — · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

794.

101580J

[AD=CÄBCÔ>D,,:C€](#)

Rating: — · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

795.

101580F

[B >Dd8C ;DÄ=C O D 5D\\$L](#)

Rating: — · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

796.

101580I

[AÄOIK=C=0C'LCÔKCR :C'0D AC,,:C€](#)

Rating: — · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

797.

101580K

[AäPÖD\\$0 C,,=D\\$5D =CTBC](#)

Rating: — · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

798.

101580H

[B\\$5CÄäCT@C BD4@C 2Cä7CDCDT0](#)

Rating: — · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

799.

101580E

[A\\$PÖT=CÔKCR >C JCT:D\\$K](#)

Rating: — · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

800.

101580C

[B\\$5D BCä2D'5 Cö>C'5D\\$K](#)

Rating: — · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

801.

101580D

[AÖ5D5C CD0D:0 CD0CÔ=D'E](#)

Rating: — · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

802.

101580L

[AD@0T2CÔ8C' AD4=CDCC](#)

Rating: — · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

803.

101580B

[A N D r i s C @ C B C , , O](#)

Rating: — · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

804.

101580A

[berPhone · Tutorial](#)

Rating: — · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

805.

101536I

[A\\$5D 5C\\$:C](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

806.

101536F

[Gravity defied · Tutorial](#)

Rating: — · first AC: 2017-10-19 · PyPy 3 (first AC) · Tags: —

[voidmax's solution](#)

807.

101536C

[B T c ä 2 C @ D Ä](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

808.

101536H

[B\\$@0TCCC4>C`LCÔ8C#8](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

809.

101536B

[AÄ5D B C ä 2D BD 5Dt8 C,,7CÄ5CÔ8D\\$L CÔ5C`LCtO](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

810.

101536G

[A r i s C ` 8](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

811.

101536J

[B 4 C , r i c ; D Ä = D ` 5 D C C Ä < D °](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

812.

101536A

[AD20riaCä@C,,4Cä@C](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

813.

101536E

[AÔ5CÔNDT0C"BCR =C HC BD´@DÀ](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

814.

101536D

[Supreme Commander](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[voidmax's solution](#)

815.

101136C

[AD@012CÔ5CR 7C :C´8CÔ0CÔ8CP](#)

Rating: — · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: —

[voidmax's solution](#)

816.

101136F

[AôUD06D>C=A D 4D >C OCÄ8](#)

Rating: — · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: —

[voidmax's solution](#)

817.

101136G

[A4x01a C\\$>C´>CÄ:C](#)

Rating: — · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: —

[voidmax's solution](#)

818.

101136B

[A5CÄ5DT0 D ?D 0C\\$0](#)

Rating: — · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: —

[voidmax's solution](#)

819.

101136E

[B5D8C ;](#)

Rating: — · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: —

[voidmax's solution](#)

820.

101136J

[B\\$@04CÔ>D BC, ?CT@CT?C,,AC#8](#)

Rating: — · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: —

[voidmax's solution](#)

821.

101136I

[Aä?CT@FC,,O «Aô5D 5D BC =Cä2C#0»](#)

Rating: — · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: —

[voidmax's solution](#)

822.

101136A

[A->0\(0D\),>C´ :D CC4;D´9 D BCä;](#)

Rating: — · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: —

[voidmax's solution](#)

823.

101136D

[BôAC#OC´0D\\$>D](#)

Rating: — · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: —

[voidmax's solution](#)

824.

101136K

[B\\$0CÔD;CÄODt8 C, '8D :C`NDt0DäICT5 C,,;C°](#)

Rating: — · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: —

[voidmax's solution](#)

825.

101136H

[«A#BCÄFCÄGCTB D BC BDÂ <C,,;C`8Cä=CT@Cä<?»](#)

Rating: — · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: —

[voidmax's solution](#)

826.

100549A

[A@CÄDCTAD >D %C >D](#)

Rating: — · first AC: 2014-12-07 · GNU C++0x (first AC) · Tags: —

[voidmax's solution](#)

827.

100549E

[A480ö;D\\$5Ct0 Cä1 Cä1Cä1D”5CÔ=Cä< Cæ>CÔ5](#)

Rating: — · first AC: 2014-12-07 · GNU C++0x (first AC) · Tags: —

[voidmax's solution](#)

828.

100549G

[A45CÔ5D 0D\\$>D ?C @Cä;CT9](#)

Rating: — · first AC: 2014-12-07 · GNU C++0x (first AC) · Tags: —

[voidmax's solution](#)

829.

100549F

[ATuBä](#)

Rating: — · first AC: 2014-12-07 · GNU C++0x (first AC) · Tags: —

[voidmax's solution](#)

830.

100549J

[A5D8CÔ:C 7C 1Cä@C](#)

Rating: — · first AC: 2014-12-07 · GNU C++0x (first AC) · Tags: —

[voidmax's solution](#)

831.

100549B

[A7Cö;D\\$KCR <Cä=CTBD°](#)

Rating: — · first AC: 2014-12-07 · GNU C++0x (first AC) · Tags: —

[voidmax's solution](#)

832.

100549K

[Aö@CäD4;Cæ0 Cö> Ct>Cä?C @CæC](#)

Rating: — · first AC: 2014-12-04 · last AC: 2014-12-05 · GNU C++ (first AC) · Tags: —

[voidmax's solution](#)

833.

100549I

[Bt5D5G60DT8 C" ?D CCDC](#)

Rating: — · first AC: 2014-12-05 · GNU C++ (first AC) · Tags: —

[voidmax's solution](#)

834.

100549C

[A5D75D BC\\$5CÔ=D`5 Dt8D ;C](#)

Rating: — · first AC: 2014-12-04 · Python 3 (first AC) · Tags: —

[voidmax's solution](#)

835.

100549D

[ATC001](#)

Rating: — · first AC: 2014-12-04 · GNU C++ (first AC) · Tags: —

[voidmax's solution](#)

836.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[voidmax's solution](#)

837.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[voidmax's solution](#)

838.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[voidmax's solution](#)

839.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[voidmax's solution](#)

840.

100503H

[Annuity Payment Scheme](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-10 · GNU C++ (first AC) · Tags: —

[voidmax's solution](#)

841.

100503G

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-10 · GNU C++ (first AC) · Tags: —

[voidmax's solution](#)

842.

100503A

[Walking around Berhattan](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-10 · GNU C++ (first AC) · Tags: —

[voidmax's solution](#)

843.

100448C

[Non-Convex Quadrilaterals](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-22 · GNU C++ (first AC) · Tags: —

[voidmax's solution](#)