

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

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Unique solved — waterfalls

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

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

Filters: none

Count: 1,072

1.

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,472 global accepts · Rating: 800 · first AC: 2024-09-18 · Python 3 (first AC) · Tags: [binary search](#), [brute force](#), [math](#)

[waterfalls's solution](#)

2.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,710 global accepts · Rating: 800 · first AC: 2015-11-24 · last AC: 2020-06-24 · GNU C++11 (first AC) · Tags: [brute force](#), [math](#)

[waterfalls's solution](#)

3.

630A

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

Quality: 93,498 global accepts · Rating: 800 · first AC: 2016-02-19 · last AC: 2020-04-01 · GNU C++11 (first AC) · Tags: [number theory](#)

[waterfalls's solution](#)

4.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,975 global accepts · Rating: 800 · first AC: 2018-04-01 · Python 3 (first AC) · Tags: [*special](#), [math](#)

[waterfalls's solution](#)

5.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,525 global accepts · Rating: 800 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: [implementation](#)

[waterfalls's solution](#)

6.

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](#)

[waterfalls's solution](#)

7.

750A

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

Quality: 92,548 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: [binary search](#), [brute force](#), [implementation](#), [math](#)

[waterfalls's solution](#)

8.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,081 global accepts · Rating: 800 · first AC: 2016-12-30 · Python 3 (first AC) · Tags: [greedy](#), [implementation](#), [math](#), [number theory](#)

[waterfalls's solution](#)

9.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: [implementation](#)

[waterfalls's solution](#)

10.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,786 global accepts · Rating: 800 · first AC: 2016-08-20 · Python 3 (first AC) · Tags: implementation
[waterfalls's solution](#)

11.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-07-24 · Python 3 (first AC) · Tags: greedy, implementation
[waterfalls's solution](#)

12.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,564 global accepts · Rating: 800 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: implementation
[waterfalls's solution](#)

13.

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[waterfalls's solution](#)

14.

112A

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

Quality: 287,212 global accepts · Rating: 800 · first AC: 2016-05-26 · Python 3 (first AC) · Tags: implementation, strings
[waterfalls's solution](#)

15.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: implementation
[waterfalls's solution](#)

16.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 800 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: implementation
[waterfalls's solution](#)

17.

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: math
[waterfalls's solution](#)

18.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: math, number theory
[waterfalls's solution](#)

19.

658A

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

Quality: 7,696 global accepts · Rating: 800 · first AC: 2016-04-03 · GNU C++11 (first AC) · Tags: implementation
[waterfalls's solution](#)

20.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation
[waterfalls's solution](#)

21.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,317 global accepts · Rating: 800 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: implementation
[waterfalls's solution](#)

22.

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force
[waterfalls's solution](#)

23.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: math
[waterfalls's solution](#)

24.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-30 · GNU C++11 (first AC) · Tags: implementation
[waterfalls's solution](#)

25.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,098 global accepts · Rating: 800 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: math
[waterfalls's solution](#)

26.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 800 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation, math
[waterfalls's solution](#)

27.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,747 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: implementation
[waterfalls's solution](#)

28.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,537 global accepts · Rating: 800 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation
[waterfalls's solution](#)

29.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,214 global accepts · Rating: 800 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation
[waterfalls's solution](#)

30.

231A

[Team](#) · [Tutorial](#)

Quality: 430,189 global accepts · Rating: 800 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: brute force, greedy
[waterfalls's solution](#)

31.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,661 global accepts · Rating: 800 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: greedy, math
[waterfalls's solution](#)

32.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,422 global accepts · Rating: 800 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[waterfalls's solution](#)

33.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,173 global accepts · Rating: 800 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: strings
[waterfalls's solution](#)

34.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,422 global accepts · Rating: 800 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: *special, implementation
[waterfalls's solution](#)

35.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,436 global accepts · Rating: 800 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: implementation
[waterfalls's solution](#)

36.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[waterfalls's solution](#)

37.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,302 global accepts · Rating: 800 · first AC: 2015-10-07 · Python 3 (first AC) · Tags: greedy, implementation, sortings, strings
[waterfalls's solution](#)

38.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,950 global accepts · Rating: 800 · first AC: 2015-09-28 · last AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math
[waterfalls's solution](#)

39.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings
[waterfalls's solution](#)

40.

551A

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

Quality: 17,859 global accepts · Rating: 800 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: brute force, implementation, sortings
[waterfalls's solution](#)

41.

546A

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

Quality: 235,176 global accepts · Rating: 800 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: brute force, implementation, math
[waterfalls's solution](#)

42.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: implementation
[waterfalls's solution](#)

43.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,509 global accepts · Rating: 800 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: implementation, strings
[waterfalls's solution](#)

44.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-08 · GNU C++ (first AC) · Tags: constructive algorithms, math
[waterfalls's solution](#)

45.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,899 global accepts · Rating: 800 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: implementation
[waterfalls's solution](#)

46.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,123 global accepts · Rating: 800 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: brute force, implementation
[waterfalls's solution](#)

47.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,551 global accepts · Rating: 800 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: implementation
[waterfalls's solution](#)

48.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 70,992 global accepts · Rating: 800 · first AC: 2014-11-23 · Java 7 (first AC) · Tags: greedy, implementation, sortings
[waterfalls's solution](#)

49.

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,125 global accepts · Rating: 800 · first AC: 2014-11-11 · last AC: 2014-11-11 · Java 7 (first AC) · Tags: implementation, math
[waterfalls's solution](#)

50.

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,766 global accepts · Rating: 800 · first AC: 2014-09-28 · Java 7 (first AC) · Tags: math, number theory
[waterfalls's solution](#)

51.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,917 global accepts · Rating: 800 · first AC: 2014-09-24 · Java 7 (first AC) · Tags: implementation
[waterfalls's solution](#)

52.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,188 global accepts · Rating: 800 · first AC: 2014-09-21 · Java 7 (first AC) · Tags: greedy, implementation
[waterfalls's solution](#)

53.

1609A

[Divide and Multiply](#) · [Tutorial](#)

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-12-04 · PyPy 3 (first AC) · Tags: greedy, implementation, math, number theory
[waterfalls's solution](#)

54.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 124,996 global accepts · Rating: 900 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: implementation

[waterfalls's solution](#)

55.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[waterfalls's solution](#)

56.

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[waterfalls's solution](#)

57.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[waterfalls's solution](#)

58.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,958 global accepts · Rating: 900 · first AC: 2016-02-12 · last AC: 2016-02-12 · GNU C++11 (first AC) · Tags: implementation

[waterfalls's solution](#)

59.

621A

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

Quality: 22,675 global accepts · Rating: 900 · first AC: 2016-01-31 · last AC: 2016-01-31 · GNU C++11 (first AC) · Tags: implementation

[waterfalls's solution](#)

60.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,829 global accepts · Rating: 900 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: implementation, strings

[waterfalls's solution](#)

61.

611A

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

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

[waterfalls's solution](#)

62.

96A

[Football](#) · [Tutorial](#)

Quality: 193,637 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation, strings

[waterfalls's solution](#)

63.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,051 global accepts · Rating: 900 · first AC: 2015-11-26 · Python 3 (first AC) · Tags: strings

[waterfalls's solution](#)

64.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,213 global accepts · Rating: 900 · first AC: 2015-11-13 · last AC: 2015-11-13 · GNU C++11 (first AC) · Tags: math

[waterfalls's solution](#)

65.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,279 global accepts · Rating: 900 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation, math
[waterfalls's solution](#)

66.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy
[waterfalls's solution](#)

67.

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: implementation
[waterfalls's solution](#)

68.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,675 global accepts · Rating: 900 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[waterfalls's solution](#)

69.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,459 global accepts · Rating: 900 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: sortings
[waterfalls's solution](#)

70.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,973 global accepts · Rating: 900 · first AC: 2015-08-06 · last AC: 2015-08-06 · Python 3 (first AC) · Tags: greedy, implementation
[waterfalls's solution](#)

71.

556A

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

Quality: 46,386 global accepts · Rating: 900 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: greedy
[waterfalls's solution](#)

72.

554A

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

Quality: 14,488 global accepts · Rating: 900 · first AC: 2015-06-26 · last AC: 2015-06-26 · GNU C++11 (first AC) · Tags: brute force, math, strings
[waterfalls's solution](#)

73.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: implementation, strings
[waterfalls's solution](#)

74.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: implementation
[waterfalls's solution](#)

75.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,130 global accepts · Rating: 900 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: implementation
[waterfalls's solution](#)

76.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: implementation

[waterfalls's solution](#)

77.

496A

[Minimum Difficulty](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 900 · first AC: 2014-12-18 · GNU C++ (first AC) · Tags: brute force, implementation, math

[waterfalls's solution](#)

78.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2014-10-13 · Java 7 (first AC) · Tags: brute force, implementation, math

[waterfalls's solution](#)

79.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,673 global accepts · Rating: 900 · first AC: 2014-10-11 · Java 7 (first AC) · Tags: implementation

[waterfalls's solution](#)

80.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2014-09-07 · Java 7 (first AC) · Tags: implementation

[waterfalls's solution](#)

81.

862A

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

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-19 · Python 3 (first AC) · Tags: greedy, implementation

[waterfalls's solution](#)

82.

131A

[cAPS LOCK](#) · [Tutorial](#)

Quality: 100,967 global accepts · Rating: 1000 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: implementation, strings

[waterfalls's solution](#)

83.

757A

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

Quality: 11,819 global accepts · Rating: 1000 · first AC: 2017-01-13 · GNU C++11 (first AC) · Tags: implementation

[waterfalls's solution](#)

84.

753A

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

Quality: 9,923 global accepts · Rating: 1000 · first AC: 2016-12-29 · Python 3 (first AC) · Tags: dp, greedy, math

[waterfalls's solution](#)

85.

733A

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: implementation

[waterfalls's solution](#)

86.

727A

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

Quality: 18,020 global accepts · Rating: 1000 · first AC: 2016-10-22 · Python 3 (first AC) · Tags: brute force, dfs and similar, math

[waterfalls's solution](#)

87.

691A

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

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation
[waterfalls's solution](#)

88.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings
[waterfalls's solution](#)

89.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: *special, constructive algorithms
[waterfalls's solution](#)

90.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation
[waterfalls's solution](#)

91.

669B

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

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

92.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,786 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: brute force, number theory
[waterfalls's solution](#)

93.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: sortings
[waterfalls's solution](#)

94.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,881 global accepts · Rating: 1000 · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: implementation
[waterfalls's solution](#)

95.

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, implementation
[waterfalls's solution](#)

96.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: implementation, math
[waterfalls's solution](#)

97.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: implementation, math

[waterfalls's solution](#)

98.

626A

[Robot Sequence](#) · [Tutorial](#)

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

99.

622A

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

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

100.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation
[waterfalls's solution](#)

101.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: games, greedy
[waterfalls's solution](#)

102.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,553 global accepts · Rating: 1000 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math
[waterfalls's solution](#)

103.

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,915 global accepts · Rating: 1000 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: implementation, math
[waterfalls's solution](#)

104.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,403 global accepts · Rating: 1000 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: implementation, strings
[waterfalls's solution](#)

105.

560A

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

Quality: 19,883 global accepts · Rating: 1000 · first AC: 2015-07-23 · last AC: 2015-12-15 · Python 3 (first AC) · Tags: implementation, sortings
[waterfalls's solution](#)

106.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: implementation
[waterfalls's solution](#)

107.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,172 global accepts · Rating: 1000 · first AC: 2015-10-25 · Python 3 (first AC) · Tags: math
[waterfalls's solution](#)

108.

584A

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

Quality: 52,604 global accepts · Rating: 1000 · first AC: 2015-10-07 · Python 3 (first AC) · Tags: math

[waterfalls's solution](#)

109.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: implementation

[waterfalls's solution](#)

110.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,913 global accepts · Rating: 1000 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: bitmasks

[waterfalls's solution](#)

111.

577A

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

Quality: 45,280 global accepts · Rating: 1000 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation, number theory

[waterfalls's solution](#)

112.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: implementation, math

[waterfalls's solution](#)

113.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2015-04-14 · GNU C++ (first AC) · Tags: brute force, implementation

[waterfalls's solution](#)

114.

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: math

[waterfalls's solution](#)

115.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[waterfalls's solution](#)

116.

500A

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

Quality: 62,685 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[waterfalls's solution](#)

117.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,828 global accepts · Rating: 1000 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: implementation, strings

[waterfalls's solution](#)

118.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: greedy, implementation

[waterfalls's solution](#)

119.

491A

[Up the hill](#) · [Tutorial](#)

Quality: 3,485 global accepts · Rating: 1000 · first AC: 2014-11-20 · last AC: 2014-12-13 · Java 7 (first AC) · Tags: constructive algorithms, implementation

[waterfalls's solution](#)

120.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,265 global accepts · Rating: 1000 · first AC: 2014-10-19 · Java 7 (first AC) · Tags: brute force, math

[waterfalls's solution](#)

121.

476A

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

Quality: 51,607 global accepts · Rating: 1000 · first AC: 2014-10-13 · Java 7 (first AC) · Tags: implementation, math

[waterfalls's solution](#)

122.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2014-09-07 · Java 7 (first AC) · Tags: implementation

[waterfalls's solution](#)

123.

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,866 global accepts · Rating: 1000 · first AC: 2014-08-30 · Java 7 (first AC) · Tags: brute force, implementation

[waterfalls's solution](#)

124.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-12-04 · last AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[waterfalls's solution](#)

125.

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

[waterfalls's solution](#)

126.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: math

[waterfalls's solution](#)

127.

675A

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

Quality: 15,574 global accepts · Rating: 1100 · first AC: 2016-05-18 · GNU C++11 (first AC) · Tags: math

[waterfalls's solution](#)

128.

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[waterfalls's solution](#)

129.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: geometry, math

[waterfalls's solution](#)

130.

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-04-11 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, math
[waterfalls's solution](#)

131.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 1100 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math
[waterfalls's solution](#)

132.

629B

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

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: brute force
[waterfalls's solution](#)

133.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: brute force, implementation
[waterfalls's solution](#)

134.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[waterfalls's solution](#)

135.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: math, number theory
[waterfalls's solution](#)

136.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: math
[waterfalls's solution](#)

137.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,915 global accepts · Rating: 1100 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: combinatorics, math
[waterfalls's solution](#)

138.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1100 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: greedy, sortings
[waterfalls's solution](#)

139.

618B

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

Quality: 8,323 global accepts · Rating: 1100 · first AC: 2016-01-30 · GNU C++11 (first AC) · Tags: constructive algorithms
[waterfalls's solution](#)

140.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[waterfalls's solution](#)

141.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,808 global accepts · Rating: 1100 · first AC: 2015-12-02 · Python 3 (first AC) · Tags: *special, greedy, implementation

[waterfalls's solution](#)

142.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-24 · Python 3 (first AC) · Tags: brute force, implementation

[waterfalls's solution](#)

143.

596A

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

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: geometry, implementation

[waterfalls's solution](#)

144.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: greedy, implementation

[waterfalls's solution](#)

145.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-10-31 · last AC: 2015-11-04 · GNU C++11 (first AC) · Tags: math

[waterfalls's solution](#)

146.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,646 global accepts · Rating: 1100 · first AC: 2015-09-28 · last AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math

[waterfalls's solution](#)

147.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2015-08-20 · GNU C++11 (first AC) · Tags: implementation

[waterfalls's solution](#)

148.

558A

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

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[waterfalls's solution](#)

149.

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[waterfalls's solution](#)

150.

556B

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

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[waterfalls's solution](#)

151.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[waterfalls's solution](#)

152.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: greedy

[waterfalls's solution](#)

153.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2015-05-08 · GNU C++11 (first AC) · Tags: implementation, strings

[waterfalls's solution](#)

154.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 1100 · first AC: 2015-04-14 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[waterfalls's solution](#)

155.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,925 global accepts · Rating: 1100 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[waterfalls's solution](#)

156.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,377 global accepts · Rating: 1100 · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: greedy, hashing, strings

[waterfalls's solution](#)

157.

527A

[Playing with Paper](#) · [Tutorial](#)

Quality: 15,552 global accepts · Rating: 1100 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: implementation, math

[waterfalls's solution](#)

158.

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-07 · GNU C++ (first AC) · Tags: *special, data structures, dp, implementation

[waterfalls's solution](#)

159.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,709 global accepts · Rating: 1100 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: data structures, implementation, sortings

[waterfalls's solution](#)

160.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: brute force

[waterfalls's solution](#)

161.

505A

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

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2015-01-18 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[waterfalls's solution](#)

162.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,421 global accepts · Rating: 1100 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: data structures, dsu, strings

[waterfalls's solution](#)

163.

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1100 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: implementation

[waterfalls's solution](#)

164.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2014-11-21 · Java 7 (first AC) · Tags: brute force

[waterfalls's solution](#)

165.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,884 global accepts · Rating: 1100 · first AC: 2014-10-24 · Java 7 (first AC) · Tags: brute force, implementation, math, number theory

[waterfalls's solution](#)

166.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,186 global accepts · Rating: 1100 · first AC: 2014-10-16 · Java 7 (first AC) · Tags: implementation

[waterfalls's solution](#)

167.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · Java 7 (first AC) · Tags: implementation

[waterfalls's solution](#)

168.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-27 · Java 7 (first AC) · Tags: implementation

[waterfalls's solution](#)

169.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,849 global accepts · Rating: 1100 · first AC: 2014-09-24 · Java 7 (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[waterfalls's solution](#)

170.

463B

[Caixa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2014-08-30 · Java 7 (first AC) · Tags: brute force, implementation, math

[waterfalls's solution](#)

171.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · Python 3 (first AC) · Tags: brute force, implementation

[waterfalls's solution](#)

172.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,293 global accepts · Rating: 1200 · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[waterfalls's solution](#)

173.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,839 global accepts · Rating: 1200 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[waterfalls's solution](#)

174.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation
[waterfalls's solution](#)

175.

658B

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

Rating: 1200 · first AC: 2016-04-03 · GNU C++11 (first AC) · Tags: implementation
[waterfalls's solution](#)

176.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: greedy, sortings
[waterfalls's solution](#)

177.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[waterfalls's solution](#)

178.

645B

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

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: greedy, math
[waterfalls's solution](#)

179.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation
[waterfalls's solution](#)

180.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: —
[waterfalls's solution](#)

181.

630R

[Game](#) · [Tutorial](#)

Quality: 9,586 global accepts · Rating: 1200 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: games, math
[waterfalls's solution](#)

182.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: math
[waterfalls's solution](#)

183.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings
[waterfalls's solution](#)

184.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

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

185.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,238 global accepts · Rating: 1200 · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: implementation

[waterfalls's solution](#)

186.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[waterfalls's solution](#)

187.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: implementation

[waterfalls's solution](#)

188.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation, strings

[waterfalls's solution](#)

189.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[waterfalls's solution](#)

190.

574A

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

Quality: 9,523 global accepts · Rating: 1200 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: greedy, implementation

[waterfalls's solution](#)

191.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2015-08-10 · Python 3 (first AC) · Tags: greedy, math

[waterfalls's solution](#)

192.

560B

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

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2015-07-23 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[waterfalls's solution](#)

193.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1200 · first AC: 2015-06-26 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[waterfalls's solution](#)

194.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: implementation, math

[waterfalls's solution](#)

195.

546B

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

Quality: 18,607 global accepts · Rating: 1200 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, sortings

[waterfalls's solution](#)

196.

523A

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

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: *special, implementation
[waterfalls's solution](#)

197.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2015-03-07 · GNU C++ (first AC) · Tags: *special, dfs and similar, dp, graphs, trees
[waterfalls's solution](#)

198.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,309 global accepts · Rating: 1200 · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: greedy, implementation
[waterfalls's solution](#)

199.

492B

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

Quality: 90,180 global accepts · Rating: 1200 · first AC: 2014-12-01 · last AC: 2014-12-01 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings
[waterfalls's solution](#)

200.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,735 global accepts · Rating: 1200 · first AC: 2014-11-17 · Java 7 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
[waterfalls's solution](#)

201.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2014-11-17 · Java 7 (first AC) · Tags: greedy, implementation, sortings
[waterfalls's solution](#)

202.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · Java 7 (first AC) · Tags: constructive algorithms, greedy
[waterfalls's solution](#)

203.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,520 global accepts · Rating: 1200 · first AC: 2014-10-11 · Java 7 (first AC) · Tags: binary search, implementation
[waterfalls's solution](#)

204.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,016 global accepts · Rating: 1200 · first AC: 2014-09-13 · Java 7 (first AC) · Tags: implementation
[waterfalls's solution](#)

205.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2014-08-30 · Java 7 (first AC) · Tags: brute force, implementation
[waterfalls's solution](#)

206.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-30 · Java 7 (first AC) · Tags: greedy, sortings

[waterfalls's solution](#)

207.

862B

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

Quality: 25,644 global accepts · Rating: 1300 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[waterfalls's solution](#)

208.

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

[waterfalls's solution](#)

209.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: geometry, implementation

[waterfalls's solution](#)

210.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: greedy, two pointers

[waterfalls's solution](#)

211.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · Python 3 (first AC) · Tags: graphs

[waterfalls's solution](#)

212.

673B

[Problems for Round](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: greedy, implementation

[waterfalls's solution](#)

213.

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation, sortings

[waterfalls's solution](#)

214.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2016-04-21 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[waterfalls's solution](#)

215.

661A

[Lazy Caterer Sequence](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 1300 · first AC: 2016-04-10 · J (first AC) · Tags: *special

[waterfalls's solution](#)

216.

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[waterfalls's solution](#)

217.

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[waterfalls's solution](#)

218.

635B

[Island Puzzle](#) · [Tutorial](#)

Rating: 1300 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

219.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: greedy, strings

[waterfalls's solution](#)

220.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: dp

[waterfalls's solution](#)

221.

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[waterfalls's solution](#)

222.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: math

[waterfalls's solution](#)

223.

630F

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

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-19 · Python 3 (first AC) · Tags: combinatorics, math

[waterfalls's solution](#)

224.

626B

[Cards](#) · [Tutorial](#)

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

[waterfalls's solution](#)

225.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[waterfalls's solution](#)

226.

621B

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

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, implementation

[waterfalls's solution](#)

227.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1300 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: combinatorics

[waterfalls's solution](#)

228.

611B

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

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

[waterfalls's solution](#)

229.

610B

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Quality: 8,333 global accepts · Rating: 1300 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

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230.

612A

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[waterfalls's solution](#)

231.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,160 global accepts · Rating: 1300 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[waterfalls's solution](#)

232.

598B

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Quality: 12,199 global accepts · Rating: 1300 · first AC: 2015-11-13 · last AC: 2015-11-14 · GNU C++11 (first AC) · Tags: implementation, strings

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233.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,983 global accepts · Rating: 1300 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: math

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234.

586B

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235.

579B

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236.

573A

[Bear and Poker](#) · [Tutorial](#)

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237.

572B

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238.

570B

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239.

567B

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Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-06 · PyPy 3 (first AC) · Tags: implementation

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240.

558B

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241.

545D

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242.

526A

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[waterfalls's solution](#)

243.

519C

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Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: greedy, implementation, math, number theory

[waterfalls's solution](#)

244.

515B

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Quality: 7,763 global accepts · Rating: 1300 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[waterfalls's solution](#)

245.

509B

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Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[waterfalls's solution](#)

246.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: greedy, math, strings

[waterfalls's solution](#)

247.

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2014-12-03 · GNU C++ (first AC) · Tags: implementation

[waterfalls's solution](#)

248.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2014-11-11 · Java 7 (first AC) · Tags: greedy, hashing, implementation

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249.

485B

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250.

478B

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Quality: 41,258 global accepts · Rating: 1300 · first AC: 2014-10-16 · Java 7 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[waterfalls's solution](#)

251.

476B

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Quality: 37,019 global accepts · Rating: 1300 · first AC: 2014-10-13 · Java 7 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

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252.

472B

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Quality: 7,646 global accepts · Rating: 1300 · first AC: 2014-09-28 · Java 7 (first AC) · Tags: —

[waterfalls's solution](#)

253.

471B

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[waterfalls's solution](#)

254.

469B

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[waterfalls's solution](#)

255.

462B

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256.

679A

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257.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,816 global accepts · Rating: 1400 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: greedy

[waterfalls's solution](#)

258.

677B

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[waterfalls's solution](#)

259.

675B

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Quality: 7,733 global accepts · Rating: 1400 · first AC: 2016-05-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

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260.

670D1

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261.

668A

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

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262.

665B

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263.

652A

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264.

637C

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265.

505B

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Quality: 14,980 global accepts · Rating: 1400 · first AC: 2015-01-18 · last AC: 2016-03-30 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, graphs

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266.

650A

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[waterfalls's solution](#)

267.

632B

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268.

630L

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269.

630H

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270.

614B

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271.

612C

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272.

604B

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273.

602B

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274.

581C

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275.

550B

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276.

548B

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[waterfalls's solution](#)

277.

546C

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278.

544B

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279.

538A

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280.

538B

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281.

534B

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282.

526B

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283.

525B

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284.

523C

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285.

520B

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286.

518B

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287.

515C

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288.

514B

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289.

513B1

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290.

507B

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291.

414B

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Quality: 29,176 global accepts · Rating: 1400 · first AC: 2015-01-08 · last AC: 2015-01-08 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory
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292.

493B

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293.

492C

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294.

489C

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295.

485A

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296.

479C

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297.

479B

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298.

475B

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299.

472C

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300.

707C

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301.

677C

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[waterfalls's solution](#)

302.

676C

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303.

676B

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304.

674A

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305.

670D2

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306.

638B

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307.

659D

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308.

630K

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309.

620C

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310.

614A

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311.

611C

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312.

608B

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313.

609C

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[waterfalls's solution](#)

314.

599B

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[waterfalls's solution](#)

315.

587A

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316.

584B

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317.

580C

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Quality: 55,455 global accepts · Rating: 1500 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
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318.

580B

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Quality: 31,920 global accepts · Rating: 1500 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers
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319.

576A

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320.

574B

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321.

569A

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Quality: 5,062 global accepts · Rating: 1500 · first AC: 2015-08-10 · Python 3 (first AC) · Tags: implementation, math
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322.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

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[waterfalls's solution](#)

323.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, sortings
[waterfalls's solution](#)

324.

555A

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325.

553A

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[waterfalls's solution](#)

326.

550C

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

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[waterfalls's solution](#)

327.

550A

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[waterfalls's solution](#)

328.

545C

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329.

455A

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Quality: 71,965 global accepts · Rating: 1500 · first AC: 2015-03-31 · GNU C++ (first AC) · Tags: dp
[waterfalls's solution](#)

330.

527C

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[waterfalls's solution](#)

331.

527B

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Quality: 4,072 global accepts · Rating: 1500 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: greedy
[waterfalls's solution](#)

332.

523B

[Mean Requests](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 1500 · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: *special, implementation
[waterfalls's solution](#)

333.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: greedy, math
[waterfalls's solution](#)

334.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1500 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: dfs and similar
[waterfalls's solution](#)

335.

501C

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Quality: 6,060 global accepts · Rating: 1500 · first AC: 2015-01-13 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy, sortings, trees
[waterfalls's solution](#)

336.

414A

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Quality: 10,565 global accepts · Rating: 1500 · first AC: 2015-01-08 · GNU C++ (first AC) · Tags: constructive algorithms, number theory
[waterfalls's solution](#)

337.

496B

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

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2014-12-18 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation
[waterfalls's solution](#)

338.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 1500 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation
[waterfalls's solution](#)

339.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: greedy
[waterfalls's solution](#)

340.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2014-11-23 · Java 7 (first AC) · Tags: dsu, implementation
[waterfalls's solution](#)

341.

460B

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

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2014-10-13 · Java 7 (first AC) · Tags: brute force, implementation, math, number theory
[waterfalls's solution](#)

342.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1500 · first AC: 2014-09-20 · Java 7 (first AC) · Tags: constructive algorithms, greedy, math
[waterfalls's solution](#)

343.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: implementation
[waterfalls's solution](#)

344.

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
[waterfalls's solution](#)

345.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math
[waterfalls's solution](#)

346.

753B

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

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2016-12-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms,

implementation

[waterfalls's solution](#)

347.

704A

[Thor](#) · [Tutorial](#)

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

[waterfalls's solution](#)

348.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation, strings

[waterfalls's solution](#)

349.

674B

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

Rating: 1600 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[waterfalls's solution](#)

350.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[waterfalls's solution](#)

351.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[waterfalls's solution](#)

352.

637D

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

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: *special, data structures, dp, greedy

[waterfalls's solution](#)

353.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[waterfalls's solution](#)

354.

657A

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

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

[waterfalls's solution](#)

355.

655C

[Enduring Exodus](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, two pointers

[waterfalls's solution](#)

356.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, two pointers

[waterfalls's solution](#)

357.

630G

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

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-19 · Python 3 (first AC) · Tags: combinatorics, math

[waterfalls's solution](#)

358.

626C

[Block Towers](#) · [Tutorial](#)

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

[waterfalls's solution](#)

359.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 1600 · first AC: 2016-01-30 · GNU C++11 (first AC) · Tags: geometry, implementation

[waterfalls's solution](#)

360.

617C

[Watering Flowers](#) · [Tutorial](#)

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

[waterfalls's solution](#)

361.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: dfs and similar

[waterfalls's solution](#)

362.

616D

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

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[waterfalls's solution](#)

363.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, graphs

[waterfalls's solution](#)

364.

607A

[Chain Reaction](#) · [Tutorial](#)

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

[waterfalls's solution](#)

365.

606B

[Testing Robots](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 1600 · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: implementation

[waterfalls's solution](#)

366.

605A

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

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[waterfalls's solution](#)

367.

603A

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

Quality: 8,251 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math

[waterfalls's solution](#)

368.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2015-11-27 · Python 3 (first AC) · Tags: implementation, strings

[waterfalls's solution](#)

369.

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

[waterfalls's solution](#)

370.

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

[waterfalls's solution](#)

371.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2015-11-12 · last AC: 2015-11-13 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[waterfalls's solution](#)

372.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: math

[waterfalls's solution](#)

373.

595B

[Pasha and Phone](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1600 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: binary search, math

[waterfalls's solution](#)

374.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: geometry, sortings

[waterfalls's solution](#)

375.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[waterfalls's solution](#)

376.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-08-20 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[waterfalls's solution](#)

377.

568A

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

Quality: 5,401 global accepts · Rating: 1600 · first AC: 2015-08-10 · last AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[waterfalls's solution](#)

378.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-23 · Python 3 (first AC) · Tags: brute force, geometry, math

[waterfalls's solution](#)

379.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math
[waterfalls's solution](#)

380.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: math
[waterfalls's solution](#)

381.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: greedy, math, sortings
[waterfalls's solution](#)

382.

524A

[AS>CtCâCÔ>, C\\$K Ct=C 5D\\$5 DôBC,,E C'NCD5C"ð](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-22 · GNU C++ (first AC) · Tags: implementation
[waterfalls's solution](#)

383.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: *special, data structures, implementation
[waterfalls's solution](#)

384.

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation
[waterfalls's solution](#)

385.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: constructive algorithms, strings
[waterfalls's solution](#)

386.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings
[waterfalls's solution](#)

387.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[waterfalls's solution](#)

388.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math
[waterfalls's solution](#)

389.

500B

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

Quality: 9,600 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings
[waterfalls's solution](#)

390.

495B

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

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: math, number theory

[waterfalls's solution](#)

391.

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2014-12-03 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[waterfalls's solution](#)

392.

477A

[Dreamoon and Sums](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-10-12 · Java 7 (first AC) · Tags: math

[waterfalls's solution](#)

393.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2014-11-24 · last AC: 2020-05-29 · Java 7 (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[waterfalls's solution](#)

394.

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

[waterfalls's solution](#)

395.

691D

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

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

[waterfalls's solution](#)

396.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-05-10 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[waterfalls's solution](#)

397.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[waterfalls's solution](#)

398.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · Python 3 (first AC) · Tags: *special, implementation

[waterfalls's solution](#)

399.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: data structures, sortings

[waterfalls's solution](#)

400.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,425 global accepts · Rating: 1700 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: sortings, strings

[waterfalls's solution](#)

401.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-28 · last AC: 2016-02-29 · GNU C++11 (first AC) · Tags: data structures

[waterfalls's solution](#)

402.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-02-28 · last AC: 2016-02-29 · GNU C++11 (first AC) · Tags: dp, math

[waterfalls's solution](#)

403.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: geometry, math

[waterfalls's solution](#)

404.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-19 · Python 3 (first AC) · Tags: combinatorics, math

[waterfalls's solution](#)

405.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: data structures, implementation

[waterfalls's solution](#)

406.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: implementation, math

[waterfalls's solution](#)

407.

621C

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

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory, probabilities

[waterfalls's solution](#)

408.

617D

[Polyline](#) · [Tutorial](#)

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

[waterfalls's solution](#)

409.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[waterfalls's solution](#)

410.

596C

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

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: combinatorics, greedy, sortings

[waterfalls's solution](#)

411.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[waterfalls's solution](#)

412.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation
[waterfalls's solution](#)

413.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[waterfalls's solution](#)

414.

585B

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

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[waterfalls's solution](#)

415.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings
[waterfalls's solution](#)

416.

583C

[GCD Table](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory
[waterfalls's solution](#)

417.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory
[waterfalls's solution](#)

418.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2015-09-28 · last AC: 2015-09-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math
[waterfalls's solution](#)

419.

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
[waterfalls's solution](#)

420.

578A

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: geometry, math
[waterfalls's solution](#)

421.

567D

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

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-07 · PyPy 3 (first AC) · Tags: binary search, data structures, greedy, sortings

[waterfalls's solution](#)

422.

567C

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

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2015-08-06 · PyPy 3 (first AC) · Tags: binary search, data structures, dp

[waterfalls's solution](#)

423.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2015-07-23 · Python 3 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[waterfalls's solution](#)

424.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math, number theory

[waterfalls's solution](#)

425.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[waterfalls's solution](#)

426.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-04-18 · GNU C++ (first AC) · Tags: games, greedy, implementation, math

[waterfalls's solution](#)

427.

524B

[BD>D\\$> CÔ0 CÔ0CÂ0D\\$> 2 \(round version\)](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: dp, greedy

[waterfalls's solution](#)

428.

518D

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

Quality: 8,168 global accepts · Rating: 1700 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[waterfalls's solution](#)

429.

507C

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

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: implementation, math, trees

[waterfalls's solution](#)

430.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: geometry

[waterfalls's solution](#)

431.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1700 · first AC: 2014-12-03 · GNU C++ (first AC) · Tags: constructive algorithms, games, math

[waterfalls's solution](#)

432.

126B

[Password](#) · [Tutorial](#)

Quality: 24,763 global accepts · Rating: 1700 · first AC: 2014-12-02 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix

structures, strings

[waterfalls's solution](#)

433.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2014-11-23 · Java 7 (first AC) · Tags: brute force, math, number theory, strings

[waterfalls's solution](#)

434.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2014-11-11 · Java 7 (first AC) · Tags: brute force, greedy, implementation

[waterfalls's solution](#)

435.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,390 global accepts · Rating: 1700 · first AC: 2014-11-05 · Java 7 (first AC) · Tags: bitmasks, constructive algorithms

[waterfalls's solution](#)

436.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2014-10-19 · Java 7 (first AC) · Tags: binary search, greedy, implementation

[waterfalls's solution](#)

437.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2014-10-11 · Java 7 (first AC) · Tags: dp

[waterfalls's solution](#)

438.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-27 · Java 7 (first AC) · Tags: binary search, brute force, greedy, math

[waterfalls's solution](#)

439.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,580 global accepts · Rating: 1700 · first AC: 2014-09-24 · Java 8 (first AC) · Tags: dp, implementation

[waterfalls's solution](#)

440.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,886 global accepts · Rating: 1700 · first AC: 2014-09-24 · Java 7 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[waterfalls's solution](#)

441.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · Java 7 (first AC) · Tags: greedy, strings

[waterfalls's solution](#)

442.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · Python 3 (first AC) · Tags: *special, probabilities

[waterfalls's solution](#)

443.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2016-04-09 · last AC: 2017-06-27 · GNU C++11 (first AC) · Tags: data structures, sortings
[waterfalls's solution](#)

444.

221D

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

Rating: 1800 · first AC: 2017-01-11 · GNU C++11 (first AC) · Tags: data structures
[waterfalls's solution](#)

445.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: implementation, strings
[waterfalls's solution](#)

446.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-18 · GNU C++11 (first AC) · Tags: data structures, trees
[waterfalls's solution](#)

447.

638D

[Three-dimensional Turtle Super Computer](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 1800 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs
[waterfalls's solution](#)

448.

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 1800 · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: *special, dfs and similar, graphs, greedy, trees
[waterfalls's solution](#)

449.

671A

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

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

450.

666A

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

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: dp, implementation, strings
[waterfalls's solution](#)

451.

668B

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

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

452.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2016-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory
[waterfalls's solution](#)

453.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, expression parsing, greedy, math
[waterfalls's solution](#)

454.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers
[waterfalls's solution](#)

455.

655D

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

Rating: 1800 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, dp, graphs
[waterfalls's solution](#)

456.

645D

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

Quality: 3,338 global accepts · Rating: 1800 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, dp, graphs
[waterfalls's solution](#)

457.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: geometry, math
[waterfalls's solution](#)

458.

626D

[Jerry's Protest](#) · [Tutorial](#)

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

459.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[waterfalls's solution](#)

460.

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms
[waterfalls's solution](#)

461.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: greedy, sortings
[waterfalls's solution](#)

462.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory
[waterfalls's solution](#)

463.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings
[waterfalls's solution](#)

464.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2015-10-31 · Python 3 (first AC) · Tags: math
[waterfalls's solution](#)

465.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-10-17 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[waterfalls's solution](#)

466.

585A

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

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: brute force, implementation
[waterfalls's solution](#)

467.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,118 global accepts · Rating: 1800 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[waterfalls's solution](#)

468.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: bitmasks, dp
[waterfalls's solution](#)

469.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1800 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, strings
[waterfalls's solution](#)

470.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2015-05-08 · GNU C++11 (first AC) · Tags: dp
[waterfalls's solution](#)

471.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation
[waterfalls's solution](#)

472.

533E

[Correcting Mistakes](#) · [Tutorial](#)

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-04-18 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers
[waterfalls's solution](#)

473.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[waterfalls's solution](#)

474.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: data structures, dp, two pointers
[waterfalls's solution](#)

475.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-08 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[waterfalls's solution](#)

476.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-08 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, math

[waterfalls's solution](#)

477.

488C

[Fight the Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-12-31 · GNU C++ (first AC) · Tags: brute force, implementation

[waterfalls's solution](#)

478.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-12-31 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[waterfalls's solution](#)

479.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings

[waterfalls's solution](#)

480.

483B

[Friends and Presents](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 1800 · first AC: 2014-11-04 · Java 7 (first AC) · Tags: binary search, math

[waterfalls's solution](#)

481.

482B

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

Quality: 7,728 global accepts · Rating: 1800 · first AC: 2014-11-01 · last AC: 2014-11-02 · Java 7 (first AC) · Tags: constructive algorithms, data structures, trees

[waterfalls's solution](#)

482.

478C

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

Quality: 20,590 global accepts · Rating: 1800 · first AC: 2014-10-16 · Java 7 (first AC) · Tags: greedy

[waterfalls's solution](#)

483.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2014-10-12 · Java 7 (first AC) · Tags: string suffix structures, strings

[waterfalls's solution](#)

484.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,873 global accepts · Rating: 1900 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[waterfalls's solution](#)

485.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 1900 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: *special, brute force, interactive

[waterfalls's solution](#)

486.

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-12-29 · Python 3 (first AC) · Tags: constructive algorithms

[waterfalls's solution](#)

487.

819B

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

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2017-06-28 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[waterfalls's solution](#)

488.

811C

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

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2017-05-30 · GNU C++11 (first AC) · Tags: dp, implementation

[waterfalls's solution](#)

489.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2017-01-02 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive

[waterfalls's solution](#)

490.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[waterfalls's solution](#)

491.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: matrices

[waterfalls's solution](#)

492.

661F

[Primes in Interval](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 1900 · first AC: 2016-04-10 · J (first AC) · Tags: *special

[waterfalls's solution](#)

493.

661B

[Seasons](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 1900 · first AC: 2016-04-10 · J (first AC) · Tags: *special

[waterfalls's solution](#)

494.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation

[waterfalls's solution](#)

495.

660D

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

Quality: 4,737 global accepts · Rating: 1900 · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: geometry

[waterfalls's solution](#)

496.

656F

[Ace It!](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 1900 · first AC: 2016-04-01 · Python 3 (first AC) · Tags: *special

[waterfalls's solution](#)

497.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2016-04-01 · Python 3 (first AC) · Tags: *special

[waterfalls's solution](#)

498.

656G

[You're a Professional](#) · [Tutorial](#)

Quality: 512 global accepts · Rating: 1900 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special

[waterfalls's solution](#)

499.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-29 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers

[waterfalls's solution](#)

500.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,375 global accepts · Rating: 1900 · first AC: 2016-03-23 · last AC: 2016-03-23 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[waterfalls's solution](#)

501.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: math

[waterfalls's solution](#)

502.

622D

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

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: constructive algorithms

[waterfalls's solution](#)

503.

613B

[Skills](#) · [Tutorial](#)

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

[waterfalls's solution](#)

504.

613A

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

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

[waterfalls's solution](#)

505.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-11-01 · last AC: 2016-01-03 · Java 7 (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[waterfalls's solution](#)

506.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[waterfalls's solution](#)

507.

599D

[Spongebob and Squares](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: brute force, math
[waterfalls's solution](#)

508.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: data structures, dp
[waterfalls's solution](#)

509.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices
[waterfalls's solution](#)

510.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,858 global accepts · Rating: 1900 · first AC: 2015-09-15 · last AC: 2015-09-15 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, two pointers
[waterfalls's solution](#)

511.

568B

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

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[waterfalls's solution](#)

512.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-08-07 · last AC: 2015-08-07 · GNU C++11 (first AC) · Tags: data structures, dsu
[waterfalls's solution](#)

513.

558C

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

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths
[waterfalls's solution](#)

514.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-07-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation
[waterfalls's solution](#)

515.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings
[waterfalls's solution](#)

516.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math
[waterfalls's solution](#)

517.

552D

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

Quality: 4,850 global accepts · Rating: 1900 · first AC: 2015-06-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[waterfalls's solution](#)

518.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,873 global accepts · Rating: 1900 · first AC: 2015-06-22 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[waterfalls's solution](#)

519.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: greedy, implementation

[waterfalls's solution](#)

520.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: binary search, data structures, dp, dsu

[waterfalls's solution](#)

521.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,495 global accepts · Rating: 1900 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: dp, probabilities

[waterfalls's solution](#)

522.

536B

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

Rating: 1900 · first AC: 2015-04-15 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[waterfalls's solution](#)

523.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-15 · GNU C++ (first AC) · Tags: binary search, greedy, math

[waterfalls's solution](#)

524.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[waterfalls's solution](#)

525.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1900 · first AC: 2015-03-30 · GNU C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[waterfalls's solution](#)

526.

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2015-03-21 · last AC: 2015-03-22 · GNU C++ (first AC) · Tags: brute force, greedy, sortings

[waterfalls's solution](#)

527.

529E

[The Art of Dealing with ATM](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-03-21 · last AC: 2015-03-22 · GNU C++ (first AC) · Tags: brute force

[waterfalls's solution](#)

528.

524C

[The Art of Dealing with ATM](#) · [Tutorial](#)

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-22 · GNU C++ (first AC) · Tags: binary search, sortings

[waterfalls's solution](#)

529.

505C

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

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: dfs and similar, dp, two pointers

[waterfalls's solution](#)

530.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[waterfalls's solution](#)

531.

506A

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

Rating: 1900 · first AC: 2015-01-23 · last AC: 2015-01-23 · GNU C++ (first AC) · Tags: dp

[waterfalls's solution](#)

532.

488B

[Candy Boxes](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 1900 · first AC: 2014-12-31 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math

[waterfalls's solution](#)

533.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[waterfalls's solution](#)

534.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2014-12-27 · GNU C++ (first AC) · Tags: data structures, implementation

[waterfalls's solution](#)

535.

496D

[Tennis Game](#) · [Tutorial](#)

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

[waterfalls's solution](#)

536.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[waterfalls's solution](#)

537.

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2014-11-23 · Java 7 (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory

[waterfalls's solution](#)

538.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2014-10-20 · Java 7 (first AC) · Tags: combinatorics, dp
[waterfalls's solution](#)

539.

463D

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

Quality: 7,296 global accepts · Rating: 1900 · first AC: 2014-10-14 · Java 7 (first AC) · Tags: dfs and similar, dp, graphs, implementation
[waterfalls's solution](#)

540.

477B

[Dreamoon and Sets](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-10-12 · Java 7 (first AC) · Tags: math
[waterfalls's solution](#)

541.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 1900 · first AC: 2014-08-30 · Java 7 (first AC) · Tags: greedy, hashing, implementation
[waterfalls's solution](#)

542.

952E

[Cheese Board](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2000 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: *special
[waterfalls's solution](#)

543.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2017-11-26 · Python 3 (first AC) · Tags: bitmasks, combinatorics, dp, math
[waterfalls's solution](#)

544.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: data structures
[waterfalls's solution](#)

545.

730I

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

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2016-10-30 · last AC: 2016-10-31 · GNU C++11 (first AC) · Tags: dp, flows, graphs, greedy
[waterfalls's solution](#)

546.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-06-11 · GNU C++11 (first AC) · Tags: graphs, implementation, shortest paths
[waterfalls's solution](#)

547.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-14 · GNU C++11 (first AC) · Tags: binary search, greedy
[waterfalls's solution](#)

548.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[waterfalls's solution](#)

549.

668D

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-24 · last AC: 2016-04-25 · GNU C++11 (first AC) · Tags: data structures

[waterfalls's solution](#)

550.

663B

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

Rating: 2000 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[waterfalls's solution](#)

551.

661C

[Array Sum](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 2000 · first AC: 2016-04-10 · J (first AC) · Tags: *special

[waterfalls's solution](#)

552.

661E

[Divisibility Check](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: 2000 · first AC: 2016-04-10 · J (first AC) · Tags: *special

[waterfalls's solution](#)

553.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[waterfalls's solution](#)

554.

656C

[Without Text](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2000 · first AC: 2016-04-01 · Python 3 (first AC) · Tags: *special

[waterfalls's solution](#)

555.

656E

[Out of Controls](#) · [Tutorial](#)

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

[waterfalls's solution](#)

556.

504B

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

Rating: 2000 · first AC: 2016-03-29 · GNU C++11 (first AC) · Tags: binary search, data structures, math

[waterfalls's solution](#)

557.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-03-23 · last AC: 2016-03-23 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math

[waterfalls's solution](#)

558.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2016-03-23 · last AC: 2016-03-23 · GNU C++11 (first AC) · Tags: data structures, dp

[waterfalls's solution](#)

559.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: dp, strings

[waterfalls's solution](#)

560.

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: geometry
[waterfalls's solution](#)

561.

621E

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

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: dp, matrices
[waterfalls's solution](#)

562.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: math, number theory
[waterfalls's solution](#)

563.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, greedy, strings, trees
[waterfalls's solution](#)

564.

611D

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

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-31 · last AC: 2015-12-31 · GNU C++11 (first AC) · Tags: dp, hashing, strings
[waterfalls's solution](#)

565.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers
[waterfalls's solution](#)

566.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2015-11-28 · last AC: 2015-11-28 · GNU C++11 (first AC) · Tags: geometry
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567.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: brute force, dp
[waterfalls's solution](#)

568.

578C

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

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: ternary search
[waterfalls's solution](#)

569.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[waterfalls's solution](#)

570.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[waterfalls's solution](#)

571.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[waterfalls's solution](#)

572.

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math
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573.

545E

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Quality: 5,554 global accepts · Rating: 2000 · first AC: 2015-06-05 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths
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574.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2015-05-08 · GNU C++11 (first AC) · Tags: dfs and similar
[waterfalls's solution](#)

575.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-04-18 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, strings, trees
[waterfalls's solution](#)

576.

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: brute force, greedy, math
[waterfalls's solution](#)

577.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,047 global accepts · Rating: 2000 · first AC: 2015-03-09 · GNU C++ (first AC) · Tags: *special, data structures
[waterfalls's solution](#)

578.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 2000 · first AC: 2015-02-14 · last AC: 2015-02-24 · GNU C++ (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[waterfalls's solution](#)

579.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2015-02-23 · GNU C++ (first AC) · Tags: binary search, dp
[waterfalls's solution](#)

580.

515D

[Brazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[waterfalls's solution](#)

581.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: binary search, data structures, two pointers
[waterfalls's solution](#)

582.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-08 · GNU C++ (first AC) · Tags: bitmasks, probabilities

[waterfalls's solution](#)

583.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2015-01-31 · last AC: 2015-01-31 · GNU C++ (first AC) · Tags: math, strings

[waterfalls's solution](#)

584.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[waterfalls's solution](#)

585.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: brute force, data structures, math

[waterfalls's solution](#)

586.

501D

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

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-01-13 · GNU C++ (first AC) · Tags: data structures

[waterfalls's solution](#)

587.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,906 global accepts · Rating: 2000 · first AC: 2015-01-09 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[waterfalls's solution](#)

588.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2015-01-09 · last AC: 2015-01-09 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[waterfalls's solution](#)

589.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2015-01-07 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[waterfalls's solution](#)

590.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2015-01-06 · GNU C++ (first AC) · Tags: binary search, data structures, dp, two pointers

[waterfalls's solution](#)

591.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2015-01-02 · GNU C++ (first AC) · Tags: binary search, data structures, dp, sortings, trees

[waterfalls's solution](#)

592.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2014-12-28 · GNU C++ (first AC) · Tags: constructive algorithms, dp

[waterfalls's solution](#)

593.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: dp, strings
[waterfalls's solution](#)

594.

432D

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

Quality: 11,988 global accepts · Rating: 2000 · first AC: 2014-12-03 · GNU C++ (first AC) · Tags: dp, string suffix structures, strings, two pointers
[waterfalls's solution](#)

595.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: math
[waterfalls's solution](#)

596.

490E

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

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2014-11-24 · Java 7 (first AC) · Tags: binary search, brute force, greedy, implementation
[waterfalls's solution](#)

597.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2014-10-21 · Java 7 (first AC) · Tags: dp
[waterfalls's solution](#)

598.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,385 global accepts · Rating: 2000 · first AC: 2014-10-11 · Java 7 (first AC) · Tags: brute force, geometry
[waterfalls's solution](#)

599.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-24 · Java 7 (first AC) · Tags: brute force, geometry
[waterfalls's solution](#)

600.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2014-09-24 · Java 7 (first AC) · Tags: brute force, math
[waterfalls's solution](#)

601.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-09-22 · Java 7 (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy
[waterfalls's solution](#)

602.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings
[waterfalls's solution](#)

603.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 2100 · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: data structures
[waterfalls's solution](#)

604.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[waterfalls's solution](#)

605.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-05-10 · GNU C++11 (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings

[waterfalls's solution](#)

606.

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2016-04-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees

[waterfalls's solution](#)

607.

661D

[Maximal Difference](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2100 · first AC: 2016-04-10 · J (first AC) · Tags: *special

[waterfalls's solution](#)

608.

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2016-04-01 · PyPy 3 (first AC) · Tags: *special

[waterfalls's solution](#)

609.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[waterfalls's solution](#)

610.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[waterfalls's solution](#)

611.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: geometry, math

[waterfalls's solution](#)

612.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[waterfalls's solution](#)

613.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[waterfalls's solution](#)

614.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,268 global accepts · Rating: 2100 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[waterfalls's solution](#)

615.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, math

[waterfalls's solution](#)

616.

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-20 · last AC: 2015-11-23 · GNU C++11 (first AC) · Tags: binary search, math

[waterfalls's solution](#)

617.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[waterfalls's solution](#)

618.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-10-17 · GNU C++11 (first AC) · Tags: dp, greedy

[waterfalls's solution](#)

619.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2015-10-16 · GNU C++11 (first AC) · Tags: dp

[waterfalls's solution](#)

620.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2100 · first AC: 2015-09-15 · last AC: 2015-09-21 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[waterfalls's solution](#)

621.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[waterfalls's solution](#)

622.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math

[waterfalls's solution](#)

623.

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2015-07-08 · last AC: 2015-07-08 · GNU C++11 (first AC) · Tags: dp, greedy

[waterfalls's solution](#)

624.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-07-07 · Python 3 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[waterfalls's solution](#)

625.

551D

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

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2015-07-07 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[waterfalls's solution](#)

626.

546E

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

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2015-06-05 · GNU C++ (first AC) · Tags: flows, graphs, math

[waterfalls's solution](#)

627.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2015-05-08 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[waterfalls's solution](#)

628.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[waterfalls's solution](#)

629.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,465 global accepts · Rating: 2100 · first AC: 2015-03-30 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[waterfalls's solution](#)

630.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[waterfalls's solution](#)

631.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-22 · GNU C++ (first AC) · Tags: greedy, two pointers

[waterfalls's solution](#)

632.

529D

[Social Network](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-22 · GNU C++ (first AC) · Tags: data structures, greedy

[waterfalls's solution](#)

633.

463E

[Caixa and Tree](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2100 · first AC: 2015-03-10 · GNU C++ (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[waterfalls's solution](#)

634.

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-07 · GNU C++ (first AC) · Tags: greedy

[waterfalls's solution](#)

635.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2015-03-06 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[waterfalls's solution](#)

636.

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[waterfalls's solution](#)

637.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,242 global accepts · Rating: 2100 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[waterfalls's solution](#)

638.

466E

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

Quality: 2,617 global accepts · Rating: 2100 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, trees

[waterfalls's solution](#)

639.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2015-01-08 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer

[waterfalls's solution](#)

640.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2015-01-04 · last AC: 2015-01-04 · GNU C++ (first AC) · Tags: combinatorics, dp

[waterfalls's solution](#)

641.

497C

[Distributing Parts](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-01-04 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[waterfalls's solution](#)

642.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2015-01-03 · GNU C++ (first AC) · Tags: combinatorics, dp

[waterfalls's solution](#)

643.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2015-01-03 · last AC: 2015-01-03 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees

[waterfalls's solution](#)

644.

491B

[New York Hotel](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2100 · first AC: 2015-01-03 · GNU C++ (first AC) · Tags: greedy, math

[waterfalls's solution](#)

645.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,592 global accepts · Rating: 2100 · first AC: 2015-01-02 · GNU C++ (first AC) · Tags: data structures, math, number theory
[waterfalls's solution](#)

646.

499E

[Array and Operations](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-12-26 · GNU C++ (first AC) · Tags: —
[waterfalls's solution](#)

647.

498C

[Array and Operations](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: flows, graph matchings, number theory
[waterfalls's solution](#)

648.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-12-18 · GNU C++ (first AC) · Tags: dp
[waterfalls's solution](#)

649.

475C

[Kamal-ol-molk's Painting](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: 2100 · first AC: 2014-12-02 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy
[waterfalls's solution](#)

650.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2014-11-06 · Java 7 (first AC) · Tags: binary search, math, sortings, two pointers
[waterfalls's solution](#)

651.

952G

[Puzzling Language](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2200 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: *special, constructive algorithms
[waterfalls's solution](#)

652.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: data structures
[waterfalls's solution](#)

653.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation
[waterfalls's solution](#)

654.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: brute force, dp, number theory
[waterfalls's solution](#)

655.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · last AC: 2016-05-26 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[waterfalls's solution](#)

656.

661G

[Hungarian Notation](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 2200 · first AC: 2016-04-27 · J (first AC) · Tags: *special

[waterfalls's solution](#)

657.

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[waterfalls's solution](#)

658.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-04-10 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[waterfalls's solution](#)

659.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[waterfalls's solution](#)

660.

657B

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

Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: math

[waterfalls's solution](#)

661.

645E

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

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[waterfalls's solution](#)

662.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 2200 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: dp

[waterfalls's solution](#)

663.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-02-28 · last AC: 2016-02-29 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[waterfalls's solution](#)

664.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees

[waterfalls's solution](#)

665.

618D

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

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[waterfalls's solution](#)

666.

617E

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

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: data structures

[waterfalls's solution](#)

667.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2016-01-23 · last AC: 2016-01-23 · GNU C++11 (first AC) · Tags: binary search, two pointers

[waterfalls's solution](#)

668.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[waterfalls's solution](#)

669.

612E

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

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[waterfalls's solution](#)

670.

603C

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: games, math

[waterfalls's solution](#)

671.

593C

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

Quality: 325 global accepts · Rating: 2200 · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[waterfalls's solution](#)

672.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[waterfalls's solution](#)

673.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2015-10-25 · last AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[waterfalls's solution](#)

674.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2015-10-17 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[waterfalls's solution](#)

675.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2015-10-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[waterfalls's solution](#)

676.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2015-10-16 · last AC: 2015-10-16 · GNU C++11 (first AC) · Tags: data structures, trees

[waterfalls's solution](#)

677.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2200 · first AC: 2015-08-20 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[waterfalls's solution](#)

678.

567E

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

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2015-08-07 · last AC: 2015-08-07 · PyPy 3 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[waterfalls's solution](#)

679.

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-07-23 · PyPy 3 (first AC) · Tags: combinatorics, dp, math, number theory

[waterfalls's solution](#)

680.

551C

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

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-07-07 · GNU C++11 (first AC) · Tags: binary search, greedy

[waterfalls's solution](#)

681.

550E

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

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-07-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[waterfalls's solution](#)

682.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[waterfalls's solution](#)

683.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[waterfalls's solution](#)

684.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures

[waterfalls's solution](#)

685.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[waterfalls's solution](#)

686.

549C

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

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: games

[waterfalls's solution](#)

687.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · last AC: 2015-04-27 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[waterfalls's solution](#)

688.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-27 · last AC: 2015-04-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[waterfalls's solution](#)

689.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2015-03-13 · GNU C++ (first AC) · Tags: data structures, implementation, math, two pointers

[waterfalls's solution](#)

690.

505D

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

Quality: 2,928 global accepts · Rating: 2200 · first AC: 2015-03-05 · GNU C++ (first AC) · Tags: dfs and similar

[waterfalls's solution](#)

691.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[waterfalls's solution](#)

692.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: greedy, implementation, math, ternary search

[waterfalls's solution](#)

693.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: dp, matrices

[waterfalls's solution](#)

694.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2015-02-01 · last AC: 2015-02-01 · GNU C++ (first AC) · Tags: constructive algorithms, math

[waterfalls's solution](#)

695.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2015-01-30 · GNU C++ (first AC) · Tags: data structures, implementation

[waterfalls's solution](#)

696.

508E

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

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: dp, greedy

[waterfalls's solution](#)

697.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: dp, implementation

[waterfalls's solution](#)

698.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2015-01-06 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, trees
[waterfalls's solution](#)

699.

477C

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

Rating: 2200 · first AC: 2015-01-04 · GNU C++ (first AC) · Tags: dp
[waterfalls's solution](#)

700.

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2015-01-04 · GNU C++ (first AC) · Tags: dp, strings
[waterfalls's solution](#)

701.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2015-01-03 · GNU C++ (first AC) · Tags: data structures, dp, greedy, hashing, math
[waterfalls's solution](#)

702.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2018-01-09 · GNU C++11 (first AC) · Tags: combinatorics, math
[waterfalls's solution](#)

703.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2017-03-24 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths
[waterfalls's solution](#)

704.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-14 · last AC: 2016-09-14 · GNU C++11 (first AC) · Tags: dp, sortings
[waterfalls's solution](#)

705.

677E

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

Quality: 755 global accepts · Rating: 2300 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation
[waterfalls's solution](#)

706.

677D

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

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, shortest paths
[waterfalls's solution](#)

707.

675E

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

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2016-05-18 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
[waterfalls's solution](#)

708.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees
[waterfalls's solution](#)

709.

628E

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

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: data structures, implementation
[waterfalls's solution](#)

710.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees
[waterfalls's solution](#)

711.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory
[waterfalls's solution](#)

712.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: dp, greedy, number theory
[waterfalls's solution](#)

713.

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2015-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers
[waterfalls's solution](#)

714.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,402 global accepts · Rating: 2300 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees
[waterfalls's solution](#)

715.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[waterfalls's solution](#)

716.

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: dp, math, probabilities, sortings
[waterfalls's solution](#)

717.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,400 global accepts · Rating: 2300 · first AC: 2015-11-14 · last AC: 2015-11-15 · GNU C++11 (first AC) · Tags: geometry, sortings
[waterfalls's solution](#)

718.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: games
[waterfalls's solution](#)

719.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, two pointers

[waterfalls's solution](#)

720.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dp

[waterfalls's solution](#)

721.

585D

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

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2015-10-12 · last AC: 2015-10-13 · GNU C++11 (first AC) · Tags: meet-in-the-middle

[waterfalls's solution](#)

722.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[waterfalls's solution](#)

723.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2015-08-30 · last AC: 2015-08-30 · GNU C++11 (first AC) · Tags: combinatorics, dp

[waterfalls's solution](#)

724.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[waterfalls's solution](#)

725.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2015-08-20 · GNU C++11 (first AC) · Tags: combinatorics, dp

[waterfalls's solution](#)

726.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2015-08-07 · last AC: 2015-08-07 · GNU C++11 (first AC) · Tags: dfs and similar, strings, trees

[waterfalls's solution](#)

727.

558D

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

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[waterfalls's solution](#)

728.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[waterfalls's solution](#)

729.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[waterfalls's solution](#)

730.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[waterfalls's solution](#)

731.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-27 · last AC: 2015-06-27 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[waterfalls's solution](#)

732.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[waterfalls's solution](#)

733.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-08 · GNU C++11 (first AC) · Tags: dp, trees

[waterfalls's solution](#)

734.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2015-04-24 · GNU C++ (first AC) · Tags: data structures, dp, greedy

[waterfalls's solution](#)

735.

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2015-04-08 · GNU C++ (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

[waterfalls's solution](#)

736.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2015-02-25 · GNU C++ (first AC) · Tags: data structures

[waterfalls's solution](#)

737.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · last AC: 2015-02-03 · GNU C++ (first AC) · Tags: flows, graph matchings

[waterfalls's solution](#)

738.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2015-02-01 · GNU C++ (first AC) · Tags: dp, trees

[waterfalls's solution](#)

739.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2015-01-26 · last AC: 2015-01-26 · GNU C++0x (first AC) · Tags: data structures, dp, dsu

[waterfalls's solution](#)

740.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2015-01-04 · GNU C++ (first AC) · Tags: binary search, dp

[waterfalls's solution](#)

741.

491C

[Deciphering](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2300 · first AC: 2015-01-03 · GNU C++ (first AC) · Tags: flows, graph matchings
[waterfalls's solution](#)

742.

488E

[Prefix Product Sequence](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-12-31 · GNU C++ (first AC) · Tags: constructive algorithms, math
[waterfalls's solution](#)

743.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2014-12-31 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory
[waterfalls's solution](#)

744.

952F

[2 + 2 != 4](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2400 · first AC: 2018-04-01 · Python 3 (first AC) · Tags: *special
[waterfalls's solution](#)

745.

786C

[Till I Collapse](#) · [Tutorial](#)

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

746.

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
[waterfalls's solution](#)

747.

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
[waterfalls's solution](#)

748.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-08 · last AC: 2016-05-08 · GNU C++11 (first AC) · Tags: divide and conquer, dp
[waterfalls's solution](#)

749.

661H

[Rotate Matrix](#) · [Tutorial](#)

Quality: 94 global accepts · Rating: 2400 · first AC: 2016-04-27 · J (first AC) · Tags: *special
[waterfalls's solution](#)

750.

668C

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

Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: math, probabilities
[waterfalls's solution](#)

751.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: bitmasks, math, matrices, probabilities
[waterfalls's solution](#)

752.

653E

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

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-04-10 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees
[waterfalls's solution](#)

753.

657C

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

Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: sortings, two pointers
[waterfalls's solution](#)

754.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-03-25 · last AC: 2016-03-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers
[waterfalls's solution](#)

755.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft, math
[waterfalls's solution](#)

756.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2016-03-01 · last AC: 2016-03-01 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees
[waterfalls's solution](#)

757.

625D

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

Quality: 679 global accepts · Rating: 2400 · first AC: 2016-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[waterfalls's solution](#)

758.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · last AC: 2016-02-14 · GNU C++11 (first AC) · Tags: binary search, math, ternary search
[waterfalls's solution](#)

759.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: dp
[waterfalls's solution](#)

760.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,087 global accepts · Rating: 2400 · first AC: 2016-01-31 · last AC: 2016-01-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[waterfalls's solution](#)

761.

611E

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

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · last AC: 2016-01-06 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[waterfalls's solution](#)

762.

605C

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

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: geometry
[waterfalls's solution](#)

763.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-24 · last AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees
[waterfalls's solution](#)

764.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2015-11-04 · last AC: 2015-11-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math, trees
[waterfalls's solution](#)

765.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: dp, matrices
[waterfalls's solution](#)

766.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2015-10-13 · last AC: 2015-10-13 · GNU C++11 (first AC) · Tags: number theory
[waterfalls's solution](#)

767.

583E

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

Rating: 2400 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: number theory
[waterfalls's solution](#)

768.

582C

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

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: number theory
[waterfalls's solution](#)

769.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2015-09-29 · last AC: 2015-09-29 · GNU C++11 (first AC) · Tags: dp, trees, two pointers
[waterfalls's solution](#)

770.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2015-08-07 · last AC: 2015-08-07 · PyPy 3 (first AC) · Tags: dp
[waterfalls's solution](#)

771.

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: data structures, sortings
[waterfalls's solution](#)

772.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-04-18 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[waterfalls's solution](#)

773.

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2015-04-13 · last AC: 2015-04-13 · GNU C++ (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[waterfalls's solution](#)

774.

534E

[Berland Local Positioning System](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2400 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, hashing, implementation

[waterfalls's solution](#)

775.

526E

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

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-05 · last AC: 2015-04-07 · GNU C++ (first AC) · Tags: dp, implementation

[waterfalls's solution](#)

776.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2015-04-03 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp

[waterfalls's solution](#)

777.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[waterfalls's solution](#)

778.

529C

[Rooks and Rectangles](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-03-21 · last AC: 2015-03-22 · GNU C++ (first AC) · Tags: data structures, sortings

[waterfalls's solution](#)

779.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: data structures, sortings

[waterfalls's solution](#)

780.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-03-06 · GNU C++ (first AC) · Tags: dfs and similar

[waterfalls's solution](#)

781.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-03-05 · last AC: 2015-03-05 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[waterfalls's solution](#)

782.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-27 · GNU C++ (first AC) · Tags: dp, probabilities

[waterfalls's solution](#)

783.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: data structures, dp, number theory
[waterfalls's solution](#)

784.

447E

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: data structures, math
[waterfalls's solution](#)

785.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2015-01-05 · last AC: 2015-01-05 · GNU C++ (first AC) · Tags: dp, probabilities, two pointers
[waterfalls's solution](#)

786.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2400 · first AC: 2015-01-04 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings
[waterfalls's solution](#)

787.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2014-11-06 · Java 7 (first AC) · Tags: data structures, dp, greedy
[waterfalls's solution](#)

788.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-13 · last AC: 2017-01-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, number theory
[waterfalls's solution](#)

789.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2016-08-07 · last AC: 2016-08-07 · GNU C++11 (first AC) · Tags: dp, graphs, greedy
[waterfalls's solution](#)

790.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2016-05-25 · last AC: 2016-05-25 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search
[waterfalls's solution](#)

791.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: combinatorics, strings
[waterfalls's solution](#)

792.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: flows, graphs
[waterfalls's solution](#)

793.

645F

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

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-19 · last AC: 2016-03-19 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[waterfalls's solution](#)

794.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-01-30 · last AC: 2016-01-31 · GNU C++11 (first AC) · Tags: data structures, geometry

[waterfalls's solution](#)

795.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[waterfalls's solution](#)

796.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: binary search, implementation

[waterfalls's solution](#)

797.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: data structures, strings

[waterfalls's solution](#)

798.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: hashing, strings

[waterfalls's solution](#)

799.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2015-12-20 · GNU C++11 (first AC) · Tags: data structures, greedy

[waterfalls's solution](#)

800.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[waterfalls's solution](#)

801.

596E

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

Quality: 425 global accepts · Rating: 2500 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, strings

[waterfalls's solution](#)

802.

594B

[Max and Bike](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2015-11-10 · GNU C++11 (first AC) · Tags: binary search, geometry

[waterfalls's solution](#)

803.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: data structures, number theory

[waterfalls's solution](#)

804.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2015-09-23 · last AC: 2015-10-23 · GNU C++11 (first AC) · Tags: data structures, hashing, strings
[waterfalls's solution](#)

805.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-10-03 · last AC: 2015-10-03 · GNU C++11 (first AC) · Tags: bitmasks, dp
[waterfalls's solution](#)

806.

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: geometry
[waterfalls's solution](#)

807.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[waterfalls's solution](#)

808.

551E

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

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2015-07-07 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation
[waterfalls's solution](#)

809.

555D

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

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: binary search, implementation, math
[waterfalls's solution](#)

810.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-04-16 · last AC: 2015-04-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft
[waterfalls's solution](#)

811.

501E

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

Quality: 951 global accepts · Rating: 2500 · first AC: 2015-04-09 · GNU C++ (first AC) · Tags: binary search, combinatorics, implementation
[waterfalls's solution](#)

812.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2015-04-03 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures
[waterfalls's solution](#)

813.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2015-01-28 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[waterfalls's solution](#)

814.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2014-09-23 · last AC: 2014-09-23 · Python 3 (first AC) · Tags: binary search, constructive algorithms, math

[waterfalls's solution](#)

815.

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

[waterfalls's solution](#)

816.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[waterfalls's solution](#)

817.

724G

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

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-11-04 · last AC: 2016-11-04 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[waterfalls's solution](#)

818.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2016-05-10 · last AC: 2016-05-25 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[waterfalls's solution](#)

819.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-04-17 · last AC: 2016-04-17 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp

[waterfalls's solution](#)

820.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2016-04-10 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[waterfalls's solution](#)

821.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-04-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[waterfalls's solution](#)

822.

633F

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

Quality: 1,385 global accepts · Rating: 2600 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[waterfalls's solution](#)

823.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-02-28 · last AC: 2016-02-29 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[waterfalls's solution](#)

824.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2016-02-16 · last AC: 2016-02-16 · GNU C++11 (first AC) · Tags: math

[waterfalls's solution](#)

825.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2015-12-26 · GNU C++11 (first AC) · Tags: dp

[waterfalls's solution](#)

826.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: data structures, trees

[waterfalls's solution](#)

827.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2015-11-22 · last AC: 2015-11-24 · GNU C++11 (first AC) · Tags: bitmasks, dp, trees

[waterfalls's solution](#)

828.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2015-10-10 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[waterfalls's solution](#)

829.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: dp

[waterfalls's solution](#)

830.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2015-08-11 · last AC: 2015-08-11 · GNU C++11 (first AC) · Tags: 2-sat, greedy

[waterfalls's solution](#)

831.

566B

[Replicating Processes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2600 · first AC: 2015-08-07 · last AC: 2015-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[waterfalls's solution](#)

832.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2015-07-08 · last AC: 2015-07-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[waterfalls's solution](#)

833.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[waterfalls's solution](#)

834.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2015-04-21 · last AC: 2015-04-21 · GNU C++ (first AC) · Tags: implementation, math

[waterfalls's solution](#)

835.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2015-04-20 · GNU C++ (first AC) · Tags: dp, probabilities

[waterfalls's solution](#)

836.

536C

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

Rating: 2600 · first AC: 2015-04-15 · last AC: 2015-04-15 · GNU C++ (first AC) · Tags: geometry, math

[waterfalls's solution](#)

837.

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2015-04-10 · GNU C++ (first AC) · Tags: dp, graphs

[waterfalls's solution](#)

838.

528C

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

Rating: 2600 · first AC: 2015-04-01 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[waterfalls's solution](#)

839.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-03-06 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[waterfalls's solution](#)

840.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2015-01-05 · GNU C++ (first AC) · Tags: bitmasks, dp, probabilities

[waterfalls's solution](#)

841.

142D

[Help Shrek and Donkey 2](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2014-12-03 · GNU C++ (first AC) · Tags: games

[waterfalls's solution](#)

842.

690F2

[Tree of Life \(medium\)](#) · [Tutorial](#)

Quality: 93 global accepts · Rating: 2700 · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: constructive algorithms, hashing, trees

[waterfalls's solution](#)

843.

674E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Rating: 2700 · first AC: 2016-05-10 · last AC: 2016-05-10 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees

[waterfalls's solution](#)

844.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[waterfalls's solution](#)

845.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2016-01-13 · last AC: 2016-01-13 · GNU C++11 (first AC) · Tags: data structures, sortings, string suffix structures, strings

[waterfalls's solution](#)

846.

472F

[Design Tutorial: Change the Goal](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2700 · first AC: 2016-01-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, matrices
[waterfalls's solution](#)

847.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2015-12-10 · last AC: 2015-12-10 · GNU C++11 (first AC) · Tags: probabilities, shortest paths
[waterfalls's solution](#)

848.

592E

[BCPC](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2700 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: binary search, geometry, two pointers
[waterfalls's solution](#)

849.

504D

[Misha and XOR](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2015-10-16 · last AC: 2015-10-16 · GNU C++11 (first AC) · Tags: bitmasks
[waterfalls's solution](#)

850.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2015-10-11 · last AC: 2015-10-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[waterfalls's solution](#)

851.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2015-09-24 · GNU C++11 (first AC) · Tags: dp, greedy
[waterfalls's solution](#)

852.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2015-09-15 · last AC: 2015-09-15 · GNU C++11 (first AC) · Tags: dp, matrices
[waterfalls's solution](#)

853.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2015-08-21 · last AC: 2015-08-21 · GNU C++11 (first AC) · Tags: dfs and similar
[waterfalls's solution](#)

854.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: divide and conquer, dp
[waterfalls's solution](#)

855.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: data structures, dsu
[waterfalls's solution](#)

856.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees
[waterfalls's solution](#)

857.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2015-04-29 · GNU C++ (first AC) · Tags: flows

[waterfalls's solution](#)

858.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2015-04-19 · GNU C++ (first AC) · Tags: dp, probabilities

[waterfalls's solution](#)

859.

477D

[Dreamoon and Binary](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2700 · first AC: 2015-04-12 · last AC: 2015-04-12 · GNU C++ (first AC) · Tags: dp, strings

[waterfalls's solution](#)

860.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2015-04-09 · GNU C++ (first AC) · Tags: data structures

[waterfalls's solution](#)

861.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2015-04-03 · last AC: 2015-04-03 · GNU C++ (first AC) · Tags: dp, matrices

[waterfalls's solution](#)

862.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2015-03-31 · GNU C++ (first AC) · Tags: data structures

[waterfalls's solution](#)

863.

524F

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

Quality: 594 global accepts · Rating: 2700 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[waterfalls's solution](#)

864.

529A

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

Rating: 2700 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[waterfalls's solution](#)

865.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2015-03-09 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, dp, trees

[waterfalls's solution](#)

866.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-01-11 · GNU C++11 (first AC) · Tags: dp, graphs, math, probabilities

[waterfalls's solution](#)

867.

908G

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

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2018-01-02 · GNU C++11 (first AC) · Tags: dp, math

[waterfalls's solution](#)

868.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2017-01-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[waterfalls's solution](#)

869.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2016-08-03 · GNU C++11 (first AC) · Tags: data structures

[waterfalls's solution](#)

870.

657D

[Bear and Paradox](#) · [Tutorial](#)

Rating: 2800 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: binary search, math, sortings

[waterfalls's solution](#)

871.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2016-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[waterfalls's solution](#)

872.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: data structures, greedy

[waterfalls's solution](#)

873.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2016-03-27 · last AC: 2016-03-27 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[waterfalls's solution](#)

874.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2016-01-26 · last AC: 2016-01-26 · GNU C++11 (first AC) · Tags: data structures, strings, trees

[waterfalls's solution](#)

875.

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[waterfalls's solution](#)

876.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2016-01-03 · last AC: 2016-01-03 · GNU C++11 (first AC) · Tags: graphs

[waterfalls's solution](#)

877.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2015-09-27 · last AC: 2016-01-02 · GNU C++11 (first AC) · Tags: flows

[waterfalls's solution](#)

878.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: data structures, dp
[waterfalls's solution](#)

879.

581E

[Kojiro and Furrari](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 2800 · first AC: 2015-09-30 · last AC: 2015-09-30 · GNU C++11 (first AC) · Tags: dp, greedy
[waterfalls's solution](#)

880.

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2015-08-10 · last AC: 2015-09-25 · GNU C++11 (first AC) · Tags: brute force, geometry, math
[waterfalls's solution](#)

881.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: dsu, math
[waterfalls's solution](#)

882.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2015-08-15 · last AC: 2015-08-16 · GNU C++11 (first AC) · Tags: data structures, divide and conquer
[waterfalls's solution](#)

883.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-08-09 · last AC: 2015-08-10 · GNU C++11 (first AC) · Tags: data structures, divide and conquer
[waterfalls's solution](#)

884.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2015-07-23 · last AC: 2015-07-23 · GNU C++11 (first AC) · Tags: combinatorics, geometry, probabilities
[waterfalls's solution](#)

885.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[waterfalls's solution](#)

886.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees
[waterfalls's solution](#)

887.

472E

[Design Tutorial: Learn from a Game](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2800 · first AC: 2015-04-18 · last AC: 2015-04-18 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[waterfalls's solution](#)

888.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2015-04-17 · last AC: 2015-04-17 · GNU C++11 (first AC) · Tags: bitmasks, data structures, fft

[waterfalls's solution](#)

889.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2015-03-05 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[waterfalls's solution](#)

890.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2015-03-04 · GNU C++ (first AC) · Tags: greedy

[waterfalls's solution](#)

891.

493E

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

Quality: 517 global accepts · Rating: 2800 · first AC: 2015-01-04 · GNU C++ (first AC) · Tags: math

[waterfalls's solution](#)

892.

724E

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

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2016-11-04 · last AC: 2016-11-04 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[waterfalls's solution](#)

893.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, dp

[waterfalls's solution](#)

894.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: geometry, two pointers

[waterfalls's solution](#)

895.

603D

[Ruminations on Ruminants](#) · [Tutorial](#)

Quality: 361 global accepts · Rating: 2900 · first AC: 2015-12-01 · last AC: 2015-12-01 · GNU C++11 (first AC) · Tags: geometry, math

[waterfalls's solution](#)

896.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2015-10-17 · last AC: 2015-10-17 · GNU C++11 (first AC) · Tags: data structures

[waterfalls's solution](#)

897.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2015-10-13 · last AC: 2015-10-13 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[waterfalls's solution](#)

898.

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2015-10-10 · last AC: 2015-10-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[waterfalls's solution](#)

899.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2015-10-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[waterfalls's solution](#)

900.

497D

[Gears](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2900 · first AC: 2015-09-21 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[waterfalls's solution](#)

901.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2015-04-29 · GNU C++ (first AC) · Tags: dp, trees

[waterfalls's solution](#)

902.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2015-04-15 · last AC: 2015-04-15 · GNU C++ (first AC) · Tags: dp, games

[waterfalls's solution](#)

903.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2015-02-03 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer

[waterfalls's solution](#)

904.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2016-11-26 · last AC: 2017-01-11 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[waterfalls's solution](#)

905.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: two pointers

[waterfalls's solution](#)

906.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers

[waterfalls's solution](#)

907.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2015-12-01 · last AC: 2015-12-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[waterfalls's solution](#)

908.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2015-11-05 · last AC: 2015-11-05 · GNU C++11 (first AC) · Tags: data structures, strings

[waterfalls's solution](#)

909.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2015-10-29 · last AC: 2015-10-29 · GNU C++11 (first AC) · Tags: bitmasks, dp, expression parsing

[waterfalls's solution](#)

910.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2015-10-27 · last AC: 2015-10-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[waterfalls's solution](#)

911.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: dp, sortings

[waterfalls's solution](#)

912.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2015-10-05 · last AC: 2015-10-05 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[waterfalls's solution](#)

913.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2015-09-14 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[waterfalls's solution](#)

914.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: data structures, implementation

[waterfalls's solution](#)

915.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2015-10-16 · last AC: 2015-10-16 · GNU C++11 (first AC) · Tags: 2-sat, binary search

[waterfalls's solution](#)

916.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2015-10-08 · last AC: 2015-10-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[waterfalls's solution](#)

917.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2015-08-27 · GNU C++11 (first AC) · Tags: binary search, data structures, dsu, trees

[waterfalls's solution](#)

918.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2015-08-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[waterfalls's solution](#)

919.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: graph matchings

[waterfalls's solution](#)

920.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[waterfalls's solution](#)

921.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2016-04-02 · last AC: 2016-04-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees
[waterfalls's solution](#)

922.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2016-01-02 · last AC: 2016-01-09 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs
[waterfalls's solution](#)

923.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2016-01-01 · GNU C++11 (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy
[waterfalls's solution](#)

924.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2015-11-22 · GNU C++11 (first AC) · Tags: dp, implementation, strings
[waterfalls's solution](#)

925.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: data structures, greedy
[waterfalls's solution](#)

926.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2015-11-03 · last AC: 2015-11-03 · GNU C++11 (first AC) · Tags: graph matchings, strings
[waterfalls's solution](#)

927.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees
[waterfalls's solution](#)

928.

657E

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

Rating: 3300 · first AC: 2016-05-23 · last AC: 2016-05-24 · GNU C++11 (first AC) · Tags: graphs, trees
[waterfalls's solution](#)

929.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math
[waterfalls's solution](#)

930.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2015-12-14 · last AC: 2015-12-14 · GNU C++11 (first AC) · Tags: binary search, data

structures

[waterfalls's solution](#)

931.

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-04-03 · Python 3 (first AC) · Tags: *special, brute force, dp, strings

[waterfalls's solution](#)

932.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-02 · Python 3 (first AC) · Tags: *special, math, number theory

[waterfalls's solution](#)

933.

1331H

[It's showtime](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2020-04-01 · UnknownX (first AC) · Tags: *special

[waterfalls's solution](#)

934.

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[waterfalls's solution](#)

935.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[waterfalls's solution](#)

936.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: *special, implementation

[waterfalls's solution](#)

937.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: *special, dfs and similar, geometry, implementation

[waterfalls's solution](#)

938.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: *special

[waterfalls's solution](#)

939.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[waterfalls's solution](#)

940.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[waterfalls's solution](#)

941.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[waterfalls's solution](#)

942.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[waterfalls's solution](#)

943.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[waterfalls's solution](#)

944.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[waterfalls's solution](#)

945.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[waterfalls's solution](#)

946.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[waterfalls's solution](#)

947.

101630A

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

Rating: — · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[waterfalls's solution](#)

948.

101190M

[Mole Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: —
[waterfalls's solution](#)

949.

101190K

[Kids Designing Kids](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[waterfalls's solution](#)

950.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[waterfalls's solution](#)

951.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[waterfalls's solution](#)

952.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[waterfalls's solution](#)

953.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[waterfalls's solution](#)

954.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[waterfalls's solution](#)

955.

101655K

[Klingon Warfare](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[waterfalls's solution](#)

956.

101655I

[Interstellar Trade](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[waterfalls's solution](#)

957.

101655M

[Mass Production](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[waterfalls's solution](#)

958.

101655B

[Bones's Battery](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[waterfalls's solution](#)

959.

101655E

[Enterprising Escape](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[waterfalls's solution](#)

960.

101655L

[Languages](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[waterfalls's solution](#)

961.

101655A

[Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[waterfalls's solution](#)

962.

101655F

[Federation Favorites](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[waterfalls's solution](#)

963.

101655G

[Generations of Tribbles](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[waterfalls's solution](#)

964.

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-18 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

965.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-18 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

966.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-18 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

967.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-18 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

968.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-18 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

969.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-18 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

970.

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

971.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

972.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

973.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

974.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

975.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

976.

101205I

[A Safe Bet](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-18 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

977.

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

978.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

979.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

980.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

981.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

982.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

983.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

984.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

985.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

986.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

987.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

988.

101388B

[Bring Them There](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

989.

101388K

[King's Quest](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[waterfalls's solution](#)

990.

101388D

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[waterfalls's solution](#)

991.

101388G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[waterfalls's solution](#)

992.

101388E

[Entropy](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[waterfalls's solution](#)

993.

101388H

[Hypertransmission](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[waterfalls's solution](#)

994.

101388F

[Farmer Bill's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[waterfalls's solution](#)

995.

101388A

[Alternative Scale of Notation](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[waterfalls's solution](#)

996.

101388J

[Jurassic Remains](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[waterfalls's solution](#)

997.

101388C

[Code Formatting](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[waterfalls's solution](#)

998.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

999.

100878C

[Snakes and Ladders](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1000.

100878B

[Carnival Coins](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1001.

100878A

[Boomerang Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1002.

100875C

[Yachtzee](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-17 · last AC: 2016-01-17 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1003.

100875B

[Laundro, Matt](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-17 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1004.

100875A

[Coding Contest Creation](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-17 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1005.

100875D

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

Rating: — · first AC: 2016-01-17 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1006.

100869A

[Boomerang Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-13 · last AC: 2016-01-13 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1007.

100869D

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-13 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1008.

100869C

[The Price is Correct](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-13 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1009.

100869B

[High Security](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-13 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1010.

100551C

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

Rating: — · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1011.

100551B

[GraphAero](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1012.

100551E

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

Rating: — · first AC: 2015-12-17 · last AC: 2015-12-17 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1013.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-17 · last AC: 2015-12-17 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1014.

100741C

[Reordering Ones](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-05 · last AC: 2015-11-04 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1015.

100741J

[Empty Circle](#) · [Tutorial](#)

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

[waterfalls's solution](#)

1016.

100739E

[Life as a Monster](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-05 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1017.

100739H

[Hard Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-05 · last AC: 2015-09-05 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1018.

100741B

[Personal programming language](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · last AC: 2015-09-05 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1019.

100739K

[Easy vector](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · last AC: 2015-09-04 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1020.

100741E

[Slicing cheese](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1021.

100739J

[Longest cheap palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · last AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1022.

100741G

[Yet Another Median Task](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · last AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1023.

100741F

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1024.

100741A

[Queries](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1025.

100741L

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1026.

100741K

[\\$n\\$-Way Tie](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1027.

100741D

[Xor Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1028.

100739A

[Queries](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · last AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1029.

100739G

[Old town](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1030.

100739D

[Board](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-02 · last AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1031.

100739L

[Many recursions](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-01 · Python 2 (first AC) · Tags: —

[waterfalls's solution](#)

1032.

100739I

[Red and yellow](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-01 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1033.

100739F

[What were those numbers?](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-01 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1034.

100739C

[Broken robot](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-01 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1035.

100739B

[Yet another vector problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-01 · last AC: 2015-09-01 · GNU C++11 (first AC) · Tags: —

[waterfalls's solution](#)

1036.

100685A

[Ariel](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-09 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1037.

100685K

[Key to Magica's diary](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-09 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1038.

100685E

[Epic Fail of a Genie](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-09 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1039.

100685F

[Flood](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-09 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1040.

100685J

[Just Another Disney Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-08 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1041.

100685I

[Innovative Business](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-08 · GNU C++ (first AC) · Tags: —
[waterfalls's solution](#)

1042.

100685G

[Gadget Hackwrench](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-08 · GNU C++ (first AC) · Tags: —
[waterfalls's solution](#)

1043.

100685C

[Cinderella](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-08 · GNU C++ (first AC) · Tags: —
[waterfalls's solution](#)

1044.

100662D

[Ominous Omino](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: —
[waterfalls's solution](#)

1045.

100662C

[Dijkstra](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: —
[waterfalls's solution](#)

1046.

100662B

[Infinite House of Pancakes](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: —
[waterfalls's solution](#)

1047.

100662A

[Standing Ovation](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: —
[waterfalls's solution](#)

1048.

100532B

[Billing Tables](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-06 · GNU C++ (first AC) · Tags: —
[waterfalls's solution](#)

1049.

100609J

[John's Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-15 · GNU C++ (first AC) · Tags: —
[waterfalls's solution](#)

1050.

100609B

[Black Square](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: —
[waterfalls's solution](#)

1051.

100609D

[Dice](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1052.

100609F

[Flat](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1053.

100609A

[Automated Telephone Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1054.

100523E

[Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-08 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1055.

100523K

[Cross Spider](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-08 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1056.

100523F

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-08 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1057.

100523H

[Afternoon Tea](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-08 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1058.

100523C

[Will It Stop?](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-08 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1059.

100526K

[Key to Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1060.

100526D

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

Rating: — · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1061.

100526E

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

Rating: — · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1062.

100526I

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

Rating: — · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1063.

100526C

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

Rating: — · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1064.

100526J

[Jury Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1065.

100526G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-26 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1066.

100526B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-26 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1067.

100532I

[Interconnect](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-18 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1068.

100532C

[Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-17 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1069.

100532E

[Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-17 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1070.

100532J

[Java vs C++](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-17 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1071.

100532K

[Kickdown](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-17 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)

1072.

100532G

[Graveyard](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-17 · GNU C++ (first AC) · Tags: —

[waterfalls's solution](#)