

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

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# Unique solved — weiszago

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

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

Filters: none

Count: 284

1.

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,977 global accepts · Rating: 800 · first AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[weiszago's solution](#)

2.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,154 global accepts · Rating: 800 · first AC: 2025-04-21 · last AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[weiszago's solution](#)

3.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory  
[weiszago's solution](#)

4.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 800 · first AC: 2024-03-03 · last AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[weiszago's solution](#)

5.

2008C

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

Quality: 36,484 global accepts · Rating: 800 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math  
[weiszago's solution](#)

6.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings  
[weiszago's solution](#)

7.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[weiszago's solution](#)

8.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[weiszago's solution](#)

9.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-17 · Python 3 (first AC) · Tags: brute force, math  
[weiszago's solution](#)

**10.**

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 800 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[weiszago's solution](#)

**11.**

1186A

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

Quality: 42,463 global accepts · Rating: 800 · first AC: 2019-07-07 · last AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[weiszago's solution](#)

**12.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,442 global accepts · Rating: 800 · first AC: 2024-02-11 · last AC: 2024-02-11 · Python 3 (first AC) · Tags: greedy, strings

[weiszago's solution](#)

**13.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,615 global accepts · Rating: 800 · first AC: 2020-09-04 · last AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[weiszago's solution](#)

**14.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,684 global accepts · Rating: 800 · first AC: 2016-06-02 · last AC: 2024-02-11 · GNU C++11 (first AC) · Tags: implementation

[weiszago's solution](#)

**15.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,374 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[weiszago's solution](#)

**16.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,816 global accepts · Rating: 800 · first AC: 2024-01-02 · last AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation

[weiszago's solution](#)

**17.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,194 global accepts · Rating: 800 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[weiszago's solution](#)

**18.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[weiszago's solution](#)

**19.**

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,361 global accepts · Rating: 800 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[weiszago's solution](#)

**20.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,764 global accepts · Rating: 800 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[weiszago's solution](#)

**21.**

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,216 global accepts · Rating: 800 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers  
[weiszago's solution](#)

**22.**

1791B

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

Quality: 52,667 global accepts · Rating: 800 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation  
[weiszago's solution](#)

**23.**

1791A

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

Quality: 80,644 global accepts · Rating: 800 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[weiszago's solution](#)

**24.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 800 · first AC: 2023-10-16 · last AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[weiszago's solution](#)

**25.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,418 global accepts · Rating: 800 · first AC: 2023-10-16 · last AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[weiszago's solution](#)

**26.**

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation  
[weiszago's solution](#)

**27.**

855A

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

Quality: 27,352 global accepts · Rating: 800 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[weiszago's solution](#)

**28.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,952 global accepts · Rating: 800 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[weiszago's solution](#)

**29.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,107 global accepts · Rating: 800 · first AC: 2022-10-17 · last AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[weiszago's solution](#)

**30.**

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,502 global accepts · Rating: 800 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[weiszago's solution](#)

**31.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,649 global accepts · Rating: 800 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[weiszago's solution](#)

**32.**

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: strings

[weiszago's solution](#)

**33.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,783 global accepts · Rating: 800 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[weiszago's solution](#)

**34.**

1454A

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

Quality: 44,065 global accepts · Rating: 800 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

[weiszago's solution](#)

**35.**

791A

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

Quality: 257,311 global accepts · Rating: 800 · first AC: 2020-08-19 · last AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[weiszago's solution](#)

**36.**

977A

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

Quality: 217,542 global accepts · Rating: 800 · first AC: 2020-04-22 · last AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[weiszago's solution](#)

**37.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,403 global accepts · Rating: 800 · first AC: 2022-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[weiszago's solution](#)

**38.**

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,078 global accepts · Rating: 800 · first AC: 2019-04-19 · last AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[weiszago's solution](#)

**39.**

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 800 · first AC: 2018-03-28 · last AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[weiszago's solution](#)

**40.**

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 800 · first AC: 2016-06-02 · last AC: 2021-07-16 · GNU C++11 (first AC) · Tags: math, number theory

[weiszago's solution](#)

**41.**

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,286 global accepts · Rating: 800 · first AC: 2020-01-18 · last AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[weiszago's solution](#)

42.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-17 · last AC: 2021-07-16 · Java 8 (first AC) · Tags: implementation  
[weiszago's solution](#)

43.

486A

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

Quality: 154,173 global accepts · Rating: 800 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[weiszago's solution](#)

44.

1352A

[Sum of Round Numbers](#) · [Tutorial](#)

Quality: 104,153 global accepts · Rating: 800 · first AC: 2020-09-04 · last AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[weiszago's solution](#)

45.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2019-06-09 · last AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[weiszago's solution](#)

46.

676A

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

Quality: 14,703 global accepts · Rating: 800 · first AC: 2016-06-02 · last AC: 2021-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[weiszago's solution](#)

47.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,526 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[weiszago's solution](#)

48.

1473A

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

Quality: 37,432 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings  
[weiszago's solution](#)

49.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,661 global accepts · Rating: 800 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[weiszago's solution](#)

50.

1462A

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

Quality: 48,979 global accepts · Rating: 800 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers  
[weiszago's solution](#)

51.

1328A

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

Quality: 131,933 global accepts · Rating: 800 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math  
[weiszago's solution](#)

52.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[weiszago's solution](#)

**53.**

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 800 · first AC: 2016-06-07 · last AC: 2020-11-08 · GNU C++11 (first AC) · Tags: implementation

[weiszago's solution](#)

**54.**

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,833 global accepts · Rating: 800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[weiszago's solution](#)

**55.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,714 global accepts · Rating: 800 · first AC: 2020-08-19 · last AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[weiszago's solution](#)

**56.**

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,350 global accepts · Rating: 800 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[weiszago's solution](#)

**57.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,794 global accepts · Rating: 800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[weiszago's solution](#)

**58.**

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[weiszago's solution](#)

**59.**

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[weiszago's solution](#)

**60.**

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[weiszago's solution](#)

**61.**

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[weiszago's solution](#)

**62.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[weiszago's solution](#)

**63.**

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,428 global accepts · Rating: 800 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[weiszago's solution](#)

**64.**

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[weiszago's solution](#)

**65.**

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,679 global accepts · Rating: 800 · first AC: 2016-06-02 · GNU C++11 (first AC) · Tags: implementation

[weiszago's solution](#)

**66.**

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation

[weiszago's solution](#)

**67.**

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,284 global accepts · Rating: 800 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: implementation

[weiszago's solution](#)

**68.**

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[weiszago's solution](#)

**69.**

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-02-11 · Python 3 (first AC) · Tags: constructive algorithms, greedy, strings

[weiszago's solution](#)

**70.**

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[weiszago's solution](#)

**71.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,785 global accepts · Rating: 900 · first AC: 2023-10-29 · last AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[weiszago's solution](#)

**72.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,398 global accepts · Rating: 900 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[weiszago's solution](#)

**73.**

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2015-06-06 · last AC: 2021-06-04 · GNU C++11 (first AC) · Tags: implementation, strings

[weiszago's solution](#)

**74.**

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[weiszago's solution](#)

**75.**

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-05-07 · last AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[weiszago's solution](#)

**76.**

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[weiszago's solution](#)

**77.**

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,595 global accepts · Rating: 900 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[weiszago's solution](#)

**78.**

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,917 global accepts · Rating: 900 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[weiszago's solution](#)

**79.**

621A

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

Quality: 22,679 global accepts · Rating: 900 · first AC: 2016-06-02 · GNU C++11 (first AC) · Tags: implementation

[weiszago's solution](#)

**80.**

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[weiszago's solution](#)

**81.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-17 · Python 3 (first AC) · Tags: brute force, dp, greedy, math

[weiszago's solution](#)

**82.**

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-11 · Python 3 (first AC) · Tags: brute force, greedy, math

[weiszago's solution](#)

**83.**

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-16 · last AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings

[weiszago's solution](#)

**84.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,280 global accepts · Rating: 1000 · first AC: 2023-11-02 · last AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[weiszago's solution](#)

**85.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[weiszago's solution](#)

**86.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-10-31 · last AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[weiszago's solution](#)

**87.**

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-11-11 · last AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[weiszago's solution](#)

**88.**

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1000 · first AC: 2019-04-19 · last AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[weiszago's solution](#)

**89.**

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2020-01-25 · last AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[weiszago's solution](#)

**90.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[weiszago's solution](#)

**91.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-22 · last AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[weiszago's solution](#)

**92.**

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[weiszago's solution](#)

**93.**

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[weiszago's solution](#)

**94.**

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-02-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[weiszago's solution](#)

**95.**

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[weiszago's solution](#)

**96.**

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-07-21 · last AC: 2018-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[weiszago's solution](#)

**97.**

727A

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

Quality: 18,027 global accepts · Rating: 1000 · first AC: 2016-10-16 · Java 8 (first AC) · Tags: brute force, dfs and similar, math

[weiszago's solution](#)

**98.**

669B

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

Rating: 1000 · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: —

[weiszago's solution](#)

**99.**

584A

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

Quality: 52,619 global accepts · Rating: 1000 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: math

[weiszago's solution](#)

**100.**

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[weiszago's solution](#)

**101.**

500A

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

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[weiszago's solution](#)

**102.**

447B

[DZY Loves Strings](#) · [Tutorial](#)

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: greedy, implementation

[weiszago's solution](#)

**103.**

2139C

[Cake Assignment](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[weiszago's solution](#)

**104.**

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[weiszago's solution](#)

**105.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[weiszago's solution](#)

**106.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, math

[weiszago's solution](#)

**107.**

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[weiszago's solution](#)

**108.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[weiszago's solution](#)

**109.**

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[weiszago's solution](#)

**110.**

1811C

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

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[weiszago's solution](#)

**111.**

558A

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

Quality: 10,996 global accepts · Rating: 1100 · first AC: 2015-07-16 · last AC: 2023-02-26 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[weiszago's solution](#)

**112.**

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-10-02 · last AC: 2023-01-29 · Java 8 (first AC) · Tags: implementation, math, sortings, strings

[weiszago's solution](#)

**113.**

363B

[Fence](#) · [Tutorial](#)

Quality: 67,097 global accepts · Rating: 1100 · first AC: 2021-05-07 · last AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[weiszago's solution](#)

**114.**

368B

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

Quality: 49,909 global accepts · Rating: 1100 · first AC: 2021-01-17 · last AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[weiszago's solution](#)

**115.**

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[weiszago's solution](#)

**116.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[weiszago's solution](#)

**117.**

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-01-25 · last AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[weiszago's solution](#)

**118.**

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[weiszago's solution](#)

**119.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[weiszago's solution](#)

**120.**

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[weiszago's solution](#)

**121.**

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2017-01-07 · Java 8 (first AC) · Tags: greedy, number theory, sortings

[weiszago's solution](#)

**122.**

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-11-06 · Java 8 (first AC) · Tags: math

[weiszago's solution](#)

**123.**

706B

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

Quality: 84,487 global accepts · Rating: 1100 · first AC: 2016-10-08 · Java 8 (first AC) · Tags: binary search, dp, implementation

[weiszago's solution](#)

**124.**

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-10-08 · Java 8 (first AC) · Tags: games, math

[weiszago's solution](#)

**125.**

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-10-02 · last AC: 2016-10-02 · Java 8 (first AC) · Tags: implementation, strings

[weiszago's solution](#)

**126.**

714A

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

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-09-17 · Java 8 (first AC) · Tags: implementation, math

[weiszago's solution](#)

**127.**

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-06-02 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math  
[weiszago's solution](#)

**128.**

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-06-02 · GNU C++11 (first AC) · Tags: math  
[weiszago's solution](#)

**129.**

592B

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

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: math  
[weiszago's solution](#)

**130.**

527A

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

Quality: 15,554 global accepts · Rating: 1100 · first AC: 2015-03-31 · GNU C++ (first AC) · Tags: implementation, math  
[weiszago's solution](#)

**131.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-09-01 · last AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, strings  
[weiszago's solution](#)

**132.**

2136C

[Against the Difference](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[weiszago's solution](#)

**133.**

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,500 global accepts · Rating: 1200 · first AC: 2025-04-06 · last AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[weiszago's solution](#)

**134.**

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[weiszago's solution](#)

**135.**

2072C

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

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-03-01 · last AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[weiszago's solution](#)

**136.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,347 global accepts · Rating: 1200 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs  
[weiszago's solution](#)

**137.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,843 global accepts · Rating: 1200 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers  
[weiszago's solution](#)

**138.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation  
[weiszago's solution](#)

**139.**

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-25 · last AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[weiszago's solution](#)

**140.**

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[weiszago's solution](#)

**141.**

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,865 global accepts · Rating: 1200 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings  
[weiszago's solution](#)

**142.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,568 global accepts · Rating: 1200 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation  
[weiszago's solution](#)

**143.**

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 1200 · first AC: 2020-12-20 · last AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers  
[weiszago's solution](#)

**144.**

714B

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-10-02 · last AC: 2023-02-05 · Java 8 (first AC) · Tags: implementation, sortings  
[weiszago's solution](#)

**145.**

1399C

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

Quality: 32,657 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers  
[weiszago's solution](#)

**146.**

1409C

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

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-10-10 · last AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[weiszago's solution](#)

**147.**

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[weiszago's solution](#)

**148.**

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,743 global accepts · Rating: 1200 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation  
[weiszago's solution](#)

**149.**

1121B

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

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2019-03-14 · last AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[weiszago's solution](#)

**150.**

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[weiszago's solution](#)

**151.**

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math  
[weiszago's solution](#)

**152.**

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-27 · Java 8 (first AC) · Tags: constructive algorithms  
[weiszago's solution](#)

**153.**

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,550 global accepts · Rating: 1200 · first AC: 2016-10-08 · Java 8 (first AC) · Tags: data structures, math  
[weiszago's solution](#)

**154.**

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: implementation  
[weiszago's solution](#)

**155.**

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: implementation  
[weiszago's solution](#)

**156.**

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math  
[weiszago's solution](#)

**157.**

514A

[ChewbaD 6 æB çVÖ&W](#)[Tutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2015-03-31 · GNU C++ (first AC) · Tags: greedy, implementation  
[weiszago's solution](#)

**158.**

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2015-01-02 · GNU C++ (first AC) · Tags: greedy, sortings

[weiszago's solution](#)

**159.**

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[weiszago's solution](#)

**160.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,033 global accepts · Rating: 1200 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: implementation

[weiszago's solution](#)

**161.**

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,410 global accepts · Rating: 1200 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: implementation

[weiszago's solution](#)

**162.**

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[weiszago's solution](#)

**163.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[weiszago's solution](#)

**164.**

2130C

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

Rating: 1300 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

[weiszago's solution](#)

**165.**

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,556 global accepts · Rating: 1300 · first AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[weiszago's solution](#)

**166.**

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[weiszago's solution](#)

**167.**

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[weiszago's solution](#)

**168.**

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 1300 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers  
[weiszago's solution](#)

**169.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math  
[weiszago's solution](#)

**170.**

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,503 global accepts · Rating: 1300 · first AC: 2014-08-18 · last AC: 2023-03-24 · GNU C++ (first AC) · Tags: combinatorics, implementation, sortings  
[weiszago's solution](#)

**171.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2022-03-12 · last AC: 2022-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search  
[weiszago's solution](#)

**172.**

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,046 global accepts · Rating: 1300 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math  
[weiszago's solution](#)

**173.**

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,287 global accepts · Rating: 1300 · first AC: 2020-01-27 · last AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[weiszago's solution](#)

**174.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[weiszago's solution](#)

**175.**

1225B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1300 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers  
[weiszago's solution](#)

**176.**

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[weiszago's solution](#)

**177.**

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[weiszago's solution](#)

**178.**

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[weiszago's solution](#)

**179.**

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-27 · Java 8 (first AC) · Tags: brute force, implementation  
[weiszago's solution](#)

**180.**

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-10-16 · Java 8 (first AC) · Tags: graphs  
[weiszago's solution](#)

**181.**

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,203 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory  
[weiszago's solution](#)

**182.**

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-04-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory  
[weiszago's solution](#)

**183.**

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-23 · last AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory  
[weiszago's solution](#)

**184.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-05 · last AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math  
[weiszago's solution](#)

**185.**

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1400 · first AC: 2016-10-16 · last AC: 2025-08-03 · Java 8 (first AC) · Tags: constructive algorithms, interactive, math  
[weiszago's solution](#)

**186.**

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,887 global accepts · Rating: 1400 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[weiszago's solution](#)

**187.**

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,583 global accepts · Rating: 1400 · first AC: 2023-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms  
[weiszago's solution](#)

**188.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math  
[weiszago's solution](#)

**189.**

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,687 global accepts · Rating: 1400 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[weiszago's solution](#)

**190.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,256 global accepts · Rating: 1400 · first AC: 2019-09-07 · last AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings  
[weiszago's solution](#)

**191.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,147 global accepts · Rating: 1400 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[weiszago's solution](#)

**192.**

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings  
[weiszago's solution](#)

**193.**

1270C

[Make Good](#) · [Tutorial](#)

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

**194.**

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[weiszago's solution](#)

**195.**

550B

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

Quality: 27,462 global accepts · Rating: 1400 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force  
[weiszago's solution](#)

**196.**

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1400 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[weiszago's solution](#)

**197.**

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,316 global accepts · Rating: 1400 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation, strings  
[weiszago's solution](#)

**198.**

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings  
[weiszago's solution](#)

**199.**

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-24 · last AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[weiszago's solution](#)

**200.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[weiszago's solution](#)

**201.**

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,634 global accepts · Rating: 1500 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[weiszago's solution](#)

**202.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation

[weiszago's solution](#)

**203.**

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[weiszago's solution](#)

**204.**

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[weiszago's solution](#)

**205.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1500 · first AC: 2019-04-16 · last AC: 2019-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[weiszago's solution](#)

**206.**

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[weiszago's solution](#)

**207.**

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2017-01-07 · Java 8 (first AC) · Tags: brute force, math, number theory

[weiszago's solution](#)

**208.**

587A

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

Quality: 8,327 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[weiszago's solution](#)

**209.**

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: combinatorics

[weiszago's solution](#)

**210.**

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,932 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[weiszago's solution](#)

**211.**

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-08-02 · GNU C++11 (first AC) · Tags: implementation

[weiszago's solution](#)

**212.**

566F

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

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: dp, math, number theory

[weiszago's solution](#)

**213.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,998 global accepts · Rating: 1500 · first AC: 2015-07-25 · GNU C++11 (first AC) · Tags: dp

[weiszago's solution](#)

**214.**

553A

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

Quality: 9,835 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[weiszago's solution](#)

**215.**

550C

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

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, math

[weiszago's solution](#)

**216.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[weiszago's solution](#)

**217.**

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2015-03-31 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

[weiszago's solution](#)

**218.**

528A

[Glass Carving](#) · [Tutorial](#)

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

[weiszago's solution](#)

**219.**

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-29 · GNU C++ (first AC) · Tags: greedy

[weiszago's solution](#)

**220.**

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-29 · GNU C++ (first AC) · Tags: greedy

[weiszago's solution](#)

**221.**

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[weiszago's solution](#)

**222.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[weiszago's solution](#)

**223.**

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2024-10-12 · last AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[weiszago's solution](#)

**224.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[weiszago's solution](#)

**225.**

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2017-01-07 · Java 8 (first AC) · Tags: binary search, greedy, math

[weiszago's solution](#)

**226.**

606C

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

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

[weiszago's solution](#)

**227.**

606B

[Testing Robots](#) · [Tutorial](#)

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

[weiszago's solution](#)

**228.**

568A

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

Quality: 5,404 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[weiszago's solution](#)

**229.**

454C

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-08-01 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[weiszago's solution](#)

**230.**

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math  
[weiszago's solution](#)

**231.**

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  
[weiszago's solution](#)

**232.**

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings  
[weiszago's solution](#)

**233.**

2112D

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

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-08-30 · last AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees  
[weiszago's solution](#)

**234.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[weiszago's solution](#)

**235.**

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-11-27 · Java 8 (first AC) · Tags: binary search, greedy, sortings  
[weiszago's solution](#)

**236.**

606D

[Lazy Student](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: graphs  
[weiszago's solution](#)

**237.**

590A

[Median Smoothing](#) · [Tutorial](#)

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

**238.**

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings  
[weiszago's solution](#)

**239.**

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy  
[weiszago's solution](#)

**240.**

578A

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math  
[weiszago's solution](#)

**241.**

484A

[Bits](#) · [Tutorial](#)

Quality: 13,401 global accepts · Rating: 1700 · first AC: 2015-01-02 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms  
[weiszago's solution](#)

**242.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings  
[weiszago's solution](#)

**243.**

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-28 · last AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[weiszago's solution](#)

**244.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
[weiszago's solution](#)

**245.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp  
[weiszago's solution](#)

**246.**

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: dp, greedy  
[weiszago's solution](#)

**247.**

487A

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

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-12-29 · GNU C++ (first AC) · Tags: binary search, brute force, implementation  
[weiszago's solution](#)

**248.**

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,813 global accepts · Rating: 1800 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: data structures, divide and conquer, sortings  
[weiszago's solution](#)

**249.**

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  
[weiszago's solution](#)

**250.**

568B

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

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

**251.**

566D

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

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: data structures, dsu

[weiszago's solution](#)

**252.**

438B

[The Child and Zoo](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-07-28 · GNU C++11 (first AC) · Tags: dp, dsu, sortings

[weiszago's solution](#)

**253.**

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[weiszago's solution](#)

**254.**

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[weiszago's solution](#)

**255.**

549D

[Haar Features](#) · [Tutorial](#)

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

[weiszago's solution](#)

**256.**

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[weiszago's solution](#)

**257.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[weiszago's solution](#)

**258.**

536B

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

Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[weiszago's solution](#)

**259.**

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[weiszago's solution](#)

**260.**

529B

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

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

[weiszago's solution](#)

**261.**

500D

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

Quality: 3,278 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[weiszago's solution](#)

**262.**

459C

[Pashmak and Buses](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math  
[weiszago's solution](#)

**263.**

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-23 · last AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory  
[weiszago's solution](#)

**264.**

578C

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

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: ternary search  
[weiszago's solution](#)

**265.**

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-08-02 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings  
[weiszago's solution](#)

**266.**

542C

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

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math  
[weiszago's solution](#)

**267.**

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: brute force, data structures, greedy  
[weiszago's solution](#)

**268.**

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  
[weiszago's solution](#)

**269.**

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2015-07-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees  
[weiszago's solution](#)

**270.**

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · last AC: 2015-06-21 · GNU C++11 (first AC) · Tags: binary search, math  
[weiszago's solution](#)

**271.**

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings  
[weiszago's solution](#)

**272.**

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

[weiszago's solution](#)

**273.**

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: dp, greedy

[weiszago's solution](#)

**274.**

529D

[Social Network](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: data structures, greedy

[weiszago's solution](#)

**275.**

475C

[Kamal-ol-molk's Painting](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: 2100 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy

[weiszago's solution](#)

**276.**

466E

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

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, trees

[weiszago's solution](#)

**277.**

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: combinatorics, dp

[weiszago's solution](#)

**278.**

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

[weiszago's solution](#)

**279.**

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-08-02 · last AC: 2015-08-02 · GNU C++11 (first AC) · Tags: data structures

[weiszago's solution](#)

**280.**

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[weiszago's solution](#)

**281.**

549C

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

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: games

[weiszago's solution](#)

**282.**

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[weiszago's solution](#)

**283.**

606E

[Freelancer's Dreams](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: —  
[weiszago's solution](#)

**284.**

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: geometry  
[weiszago's solution](#)