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Unique solved — wilyin

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

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

Filters: [none](#)

Count: 478

1.

1831A

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

Quality: 46,302 global accepts · Rating: 800 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#)
[wilyin's solution](#)

2.

472A

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

Quality: 70,774 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: [math](#), [number theory](#)
[wilyin's solution](#)

3.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,358 global accepts · Rating: 800 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: [greedy](#), [implementation](#), [sortings](#), [strings](#)
[wilyin's solution](#)

4.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,442 global accepts · Rating: 800 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: [brute force](#), [implementation](#)
[wilyin's solution](#)

5.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,298 global accepts · Rating: 800 · first AC: 2013-03-16 · GNU C++ (first AC) · Tags: [implementation](#)
[wilyin's solution](#)

6.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,622 global accepts · Rating: 900 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: [greedy](#), [implementation](#)
[wilyin's solution](#)

7.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,907 global accepts · Rating: 900 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: [greedy](#)
[wilyin's solution](#)

8.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,056 global accepts · Rating: 1000 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#)
[wilyin's solution](#)

9.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: [implementation](#), [math](#)
[wilyin's solution](#)

10.

500A

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

Quality: 62,696 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation
[wilyin's solution](#)

11.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings
[wilyin's solution](#)

12.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: implementation
[wilyin's solution](#)

13.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,267 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation
[wilyin's solution](#)

14.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1000 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: greedy, implementation, math
[wilyin's solution](#)

15.

357A

[Group of Students](#) · [Tutorial](#)

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[wilyin's solution](#)

16.

339B

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

Quality: 81,377 global accepts · Rating: 1000 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: implementation
[wilyin's solution](#)

17.

557A

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

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

18.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: implementation
[wilyin's solution](#)

19.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: implementation
[wilyin's solution](#)

20.

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,976 global accepts · Rating: 1100 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: implementation
[wilyin's solution](#)

21.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,728 global accepts · Rating: 1100 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: greedy, implementation

[wilyin's solution](#)

22.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: brute force, implementation, math
[wilyin's solution](#)

23.

331C1

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

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dp
[wilyin's solution](#)

24.

285A

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

Quality: 14,138 global accepts · Rating: 1100 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: greedy, implementation
[wilyin's solution](#)

25.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,072 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: implementation, math
[wilyin's solution](#)

26.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: greedy, sortings
[wilyin's solution](#)

27.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: implementation, sortings
[wilyin's solution](#)

28.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[wilyin's solution](#)

29.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: brute force, implementation
[wilyin's solution](#)

30.

304A

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

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: brute force, math
[wilyin's solution](#)

31.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[wilyin's solution](#)

32.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: implementation

[wilyin's solution](#)

33.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

34.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1300 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: math, number theory

[wilyin's solution](#)

35.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[wilyin's solution](#)

36.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1300 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: implementation

[wilyin's solution](#)

37.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: greedy

[wilyin's solution](#)

38.

436B

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

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: implementation, math

[wilyin's solution](#)

39.

438A

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

Rating: 1400 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: greedy, sortings

[wilyin's solution](#)

40.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,185 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[wilyin's solution](#)

41.

388A

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

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, sortings

[wilyin's solution](#)

42.

379C

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

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings

[wilyin's solution](#)

43.

357B

[Flag Day](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1400 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[wilyin's solution](#)

44.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: greedy, math, number theory

[wilyin's solution](#)

45.

331A1

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

Quality: 1,528 global accepts · Rating: 1400 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: brute force, implementation

[wilyin's solution](#)

46.

576A

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

Quality: 15,929 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[wilyin's solution](#)

47.

557B

[Pasha and Tea](#) · [Tutorial](#)

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

[wilyin's solution](#)

48.

555A

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

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

[wilyin's solution](#)

49.

494A

[Treasure](#) · [Tutorial](#)

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

[wilyin's solution](#)

50.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[wilyin's solution](#)

51.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,978 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp

[wilyin's solution](#)

52.

436A

[Feed with Candy](#) · [Tutorial](#)

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

[wilyin's solution](#)

53.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: brute force, sortings

[wilyin's solution](#)

54.

403A

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

Rating: 1500 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[wilyin's solution](#)

55.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[wilyin's solution](#)

56.

409H

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

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

[wilyin's solution](#)

57.

402C

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

Quality: 6,369 global accepts · Rating: 1500 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, graphs

[wilyin's solution](#)

58.

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2013-12-18 · GNU C++ (first AC) · Tags: combinatorics, greedy

[wilyin's solution](#)

59.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: data structures, implementation

[wilyin's solution](#)

60.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[wilyin's solution](#)

61.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2013-11-12 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[wilyin's solution](#)

62.

357C

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

Rating: 1500 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: data structures

[wilyin's solution](#)

63.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: brute force, greedy, math

[wilyin's solution](#)

64.

340D

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

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2013-08-31 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[wilyin's solution](#)

65.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: data structures, dp, implementation

[wilyin's solution](#)

66.

331A2

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

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: data structures, sortings

[wilyin's solution](#)

67.

325A

[Square and Rectangles](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2013-07-13 · GNU C++ (first AC) · Tags: implementation

[wilyin's solution](#)

68.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2013-03-16 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[wilyin's solution](#)

69.

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2013-03-16 · GNU C++ (first AC) · Tags: greedy, math

[wilyin's solution](#)

70.

568A

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

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[wilyin's solution](#)

71.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[wilyin's solution](#)

72.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation, math

[wilyin's solution](#)

73.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[wilyin's solution](#)

74.

477A

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

Rating: 1600 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math

[wilyin's solution](#)

75.

453A

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

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: probabilities

[wilyin's solution](#)

76.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: dp, implementation, two pointers
[wilyin's solution](#)

77.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-07 · GNU C++ (first AC) · Tags: greedy, math
[wilyin's solution](#)

78.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math
[wilyin's solution](#)

79.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: dp, implementation
[wilyin's solution](#)

80.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: implementation, math
[wilyin's solution](#)

81.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, greedy
[wilyin's solution](#)

82.

380A

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

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2014-01-19 · GNU C++ (first AC) · Tags: binary search, brute force
[wilyin's solution](#)

83.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,053 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar
[wilyin's solution](#)

84.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: data structures, dp, implementation, sortings
[wilyin's solution](#)

85.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: math, number theory
[wilyin's solution](#)

86.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers
[wilyin's solution](#)

87.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,505 global accepts · Rating: 1600 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: binary search, brute force
[wilyin's solution](#)

88.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation
[wilyin's solution](#)

89.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-11-15 · GNU C++ (first AC) · Tags: greedy
[wilyin's solution](#)

90.

349C

[Mafia](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: implementation
[wilyin's solution](#)

91.

347C

[Alice and Bob](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: games, math, number theory
[wilyin's solution](#)

92.

343B

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

Quality: 17,294 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, greedy, implementation
[wilyin's solution](#)

93.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: math, number theory
[wilyin's solution](#)

94.

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,680 global accepts · Rating: 1600 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: combinatorics, implementation, math
[wilyin's solution](#)

95.

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: binary search, greedy, math, matrices, number theory
[wilyin's solution](#)

96.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special, implementation
[wilyin's solution](#)

97.

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
[wilyin's solution](#)

98.

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
[wilyin's solution](#)

99.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: geometry
[wilyin's solution](#)

100.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: greedy, strings
[wilyin's solution](#)

101.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: math
[wilyin's solution](#)

102.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation
[wilyin's solution](#)

103.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,851 global accepts · Rating: 1700 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: binary search, sortings, ternary search, two pointers
[wilyin's solution](#)

104.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory
[wilyin's solution](#)

105.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special
[wilyin's solution](#)

106.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[wilyin's solution](#)

107.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: binary search, implementation, math
[wilyin's solution](#)

108.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: greedy, implementation

[wilyin's solution](#)

109.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation
[wilyin's solution](#)

110.

339C

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

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths
[wilyin's solution](#)

111.

339D

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

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: data structures, trees
[wilyin's solution](#)

112.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: implementation
[wilyin's solution](#)

113.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2013-06-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees
[wilyin's solution](#)

114.

471D

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

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2014-10-01 · GNU C++0x (first AC) · Tags: string suffix structures, strings
[wilyin's solution](#)

115.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees
[wilyin's solution](#)

116.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,110 global accepts · Rating: 1800 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: greedy, math, probabilities
[wilyin's solution](#)

117.

436C

[Dungeons and Candies](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: dsu, graphs, greedy, trees
[wilyin's solution](#)

118.

434A

[Ryouko's Memory Note](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-05-24 · GNU C++ (first AC) · Tags: math, sortings
[wilyin's solution](#)

119.

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2014-04-23 · GNU C++ (first AC) · Tags: implementation

[wilyin's solution](#)

120.

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory

[wilyin's solution](#)

121.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2013-12-08 · last AC: 2013-12-08 · GNU C++ (first AC) · Tags: data structures, dsu, implementation, trees

[wilyin's solution](#)

122.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2013-11-12 · GNU C++ (first AC) · Tags: greedy

[wilyin's solution](#)

123.

352C

[Jeff and Rounding](#) · [Tutorial](#)

Rating: 1800 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[wilyin's solution](#)

124.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[wilyin's solution](#)

125.

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2013-07-14 · GNU C++ (first AC) · Tags: binary search, math

[wilyin's solution](#)

126.

656F

[Ace It!](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 1900 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special

[wilyin's solution](#)

127.

656G

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

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

[wilyin's solution](#)

128.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special

[wilyin's solution](#)

129.

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

[wilyin's solution](#)

130.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[wilyin's solution](#)

131.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[wilyin's solution](#)

132.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2015-06-18 · last AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[wilyin's solution](#)

133.

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

[wilyin's solution](#)

134.

506A

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

Rating: 1900 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: dp

[wilyin's solution](#)

135.

500D

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

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[wilyin's solution](#)

136.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation

[wilyin's solution](#)

137.

477B

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

Rating: 1900 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math

[wilyin's solution](#)

138.

472D

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

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-29 · GNU C++ (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[wilyin's solution](#)

139.

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: greedy

[wilyin's solution](#)

140.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2014-08-08 · last AC: 2014-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[wilyin's solution](#)

141.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: greedy, implementation

[wilyin's solution](#)

142.

438B

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

Rating: 1900 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: dp, dsu, sortings

[wilyin's solution](#)

143.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: data structures, graphs, implementation, two pointers

[wilyin's solution](#)

144.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[wilyin's solution](#)

145.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[wilyin's solution](#)

146.

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · last AC: 2013-12-14 · GNU C++ (first AC) · Tags: brute force, divide and conquer, dp

[wilyin's solution](#)

147.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 1900 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: binary search, data structures

[wilyin's solution](#)

148.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: dp

[wilyin's solution](#)

149.

357D

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

Rating: 1900 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: number theory

[wilyin's solution](#)

150.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: combinatorics, dp, probabilities

[wilyin's solution](#)

151.

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: data structures

[wilyin's solution](#)

152.

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2013-03-22 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle

[wilyin's solution](#)

153.

656E

[Out of Controls](#) · [Tutorial](#)

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

[wilyin's solution](#)

154.

656C

[Without Text](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2000 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special

[wilyin's solution](#)

155.

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

[wilyin's solution](#)

156.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[wilyin's solution](#)

157.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[wilyin's solution](#)

158.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[wilyin's solution](#)

159.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: dp, strings

[wilyin's solution](#)

160.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: brute force, data structures, math

[wilyin's solution](#)

161.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[wilyin's solution](#)

162.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[wilyin's solution](#)

163.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[wilyin's solution](#)

164.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: brute force, data structures, greedy

[wilyin's solution](#)

165.

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-05-24 · GNU C++ (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers

[wilyin's solution](#)

166.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: games, greedy, sortings

[wilyin's solution](#)

167.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, schedules

[wilyin's solution](#)

168.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[wilyin's solution](#)

169.

374A

[Inna and Pink Pony](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 2000 · first AC: 2013-12-18 · GNU C++ (first AC) · Tags: greedy, implementation

[wilyin's solution](#)

170.

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2000 · first AC: 2013-12-09 · GNU C++ (first AC) · Tags: greedy, math, two pointers

[wilyin's solution](#)

171.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: graphs, greedy, sortings

[wilyin's solution](#)

172.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 2000 · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

[wilyin's solution](#)

173.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: binary search, dp

[wilyin's solution](#)

174.

347D

[Lucky Common Subsequence](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: dp, strings

[wilyin's solution](#)

175.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: dp, strings

[wilyin's solution](#)

176.

340E

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

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2013-08-31 · GNU C++ (first AC) · Tags: combinatorics, math

[wilyin's solution](#)

177.

341C

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

Rating: 2000 · first AC: 2013-08-31 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[wilyin's solution](#)

178.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[wilyin's solution](#)

179.

576B

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

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[wilyin's solution](#)

180.

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

[wilyin's solution](#)

181.

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

[wilyin's solution](#)

182.

498C

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

Quality: 4,189 global accepts · Rating: 2100 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: flows, graph matchings, number theory

[wilyin's solution](#)

183.

497C

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

Rating: 2100 · first AC: 2014-12-17 · last AC: 2014-12-18 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[wilyin's solution](#)

184.

475C

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

Quality: 834 global accepts · Rating: 2100 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, greedy

[wilyin's solution](#)

185.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-09 · GNU C++ (first AC) · Tags: dp

[wilyin's solution](#)

186.

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: data structures, ternary search

[wilyin's solution](#)

187.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[wilyin's solution](#)

188.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities

[wilyin's solution](#)

189.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2014-06-04 · last AC: 2014-06-04 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[wilyin's solution](#)

190.

414C

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

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer

[wilyin's solution](#)

191.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-14 · GNU C++ (first AC) · Tags: data structures, dp, math

[wilyin's solution](#)

192.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2013-10-14 · last AC: 2013-10-14 · GNU C++ (first AC) · Tags: brute force, dp, number theory

[wilyin's solution](#)

193.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2013-09-29 · last AC: 2013-09-29 · GNU C++ (first AC) · Tags: data structures, dfs and

similar, graphs, trees

[wilyin's solution](#)

194.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2013-09-27 · last AC: 2013-09-27 · GNU C++ (first AC) · Tags: dfs and similar, number theory, trees

[wilyin's solution](#)

195.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2013-06-06 · GNU C++ (first AC) · Tags: dp, greedy, two pointers

[wilyin's solution](#)

196.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2013-05-04 · GNU C++ (first AC) · Tags: data structures, graphs, trees

[wilyin's solution](#)

197.

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2013-03-18 · GNU C++ (first AC) · Tags: dp, games

[wilyin's solution](#)

198.

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

[wilyin's solution](#)

199.

506B

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

Rating: 2200 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[wilyin's solution](#)

200.

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: dp, strings

[wilyin's solution](#)

201.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: data structures, implementation

[wilyin's solution](#)

202.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: bitmasks, greedy

[wilyin's solution](#)

203.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2014-04-22 · last AC: 2014-04-23 · GNU C++ (first AC) · Tags: data structures

[wilyin's solution](#)

204.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: graphs, math

[wilyin's solution](#)

205.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: graphs, math

[wilyin's solution](#)

206.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2014-01-31 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, graphs

[wilyin's solution](#)

207.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: bitmasks, dp, games

[wilyin's solution](#)

208.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: dp, greedy

[wilyin's solution](#)

209.

347E

[Number Transformation II](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-10-22 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[wilyin's solution](#)

210.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2013-10-21 · last AC: 2013-10-21 · GNU C++ (first AC) · Tags: bitmasks, dp

[wilyin's solution](#)

211.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: greedy, math

[wilyin's solution](#)

212.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2013-10-04 · last AC: 2013-10-04 · GNU C++ (first AC) · Tags: greedy

[wilyin's solution](#)

213.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[wilyin's solution](#)

214.

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2013-03-19 · GNU C++ (first AC) · Tags: bitmasks, data structures, trees

[wilyin's solution](#)

215.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, string suffix

structures, strings, trees

[wilyin's solution](#)

216.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2014-07-08 · last AC: 2014-07-12 · GNU C++ (first AC) · Tags: probabilities

[wilyin's solution](#)

217.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-05-01 · GNU C++ (first AC) · Tags: binary search, data structures, hashing

[wilyin's solution](#)

218.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: data structures, dp

[wilyin's solution](#)

219.

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[wilyin's solution](#)

220.

89C

[Chip Play](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2300 · first AC: 2013-10-18 · last AC: 2013-10-18 · GNU C++ (first AC) · Tags: brute force, data structures, implementation

[wilyin's solution](#)

221.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2015-01-30 · GNU C++0x (first AC) · Tags: data structures

[wilyin's solution](#)

222.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-01-30 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[wilyin's solution](#)

223.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2014-08-19 · last AC: 2014-08-19 · GNU C++ (first AC) · Tags: data structures, dp

[wilyin's solution](#)

224.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2014-03-11 · GNU C++ (first AC) · Tags: dp

[wilyin's solution](#)

225.

354B

[Game with Strings](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2400 · first AC: 2013-10-14 · GNU C++ (first AC) · Tags: bitmasks, dp, games

[wilyin's solution](#)

226.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: data structures, math

[wilyin's solution](#)

227.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[wilyin's solution](#)

228.

551E

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

Quality: 2,142 global accepts · Rating: 2500 · first AC: 2015-06-12 · last AC: 2015-06-12 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

[wilyin's solution](#)

229.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: brute force, combinatorics, implementation, math

[wilyin's solution](#)

230.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: binary search, implementation, sortings, two pointers

[wilyin's solution](#)

231.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2013-10-17 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[wilyin's solution](#)

232.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2013-09-01 · GNU C++ (first AC) · Tags: data structures

[wilyin's solution](#)

233.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[wilyin's solution](#)

234.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2014-12-14 · last AC: 2014-12-14 · GNU C++0x (first AC) · Tags: dp, probabilities

[wilyin's solution](#)

235.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2014-03-15 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dp

[wilyin's solution](#)

236.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2015-09-12 · GNU C++11 (first AC) · Tags: dp, matrices

[wilyin's solution](#)

237.

460E

[Roland and Rose](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2700 · first AC: 2014-08-20 · last AC: 2015-04-14 · GNU C++ (first AC) · Tags: brute force, geometry, math, sortings

[wilyin's solution](#)

238.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2014-07-27 · last AC: 2014-07-27 · GNU C++ (first AC) · Tags: data structures, divide and conquer, hashing

[wilyin's solution](#)

239.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: data structures, hashing, strings

[wilyin's solution](#)

240.

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2013-08-26 · last AC: 2013-08-27 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[wilyin's solution](#)

241.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2013-12-15 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[wilyin's solution](#)

242.

283E

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

Quality: 856 global accepts · Rating: 2800 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: combinatorics, data structures, math

[wilyin's solution](#)

243.

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: binary search, greedy

[wilyin's solution](#)

244.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: bitmasks, dp, expression parsing

[wilyin's solution](#)

245.

1357C2

[Prepare superposition of basis states with the same parity](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2020-06-22 · Q# (first AC) · Tags: *special

[wilyin's solution](#)

246.

1357C1

[Prepare superposition of basis states with 0s](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: *special

[wilyin's solution](#)

247.

1357A4

[Distinguish Rz from R1](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[wilyin's solution](#)

248.

1357A3

[Distinguish H from X](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[wilyin's solution](#)

249.

1357A2

[Distinguish I, CNOTs and SWAP](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[wilyin's solution](#)

250.

1357A1

[Figure out direction of CNOT](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[wilyin's solution](#)

251.

1331H

[It's showtime](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2020-04-04 · UnknownX (first AC) · Tags: *special
[wilyin's solution](#)

252.

100825H

[Trick Shot](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-05 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

253.

100825B

[Delete This!](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-05 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

254.

100825F

[Transportation Delegation](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-05 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

255.

100825G

[Tray Bien](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-05 · Java 8 (first AC) · Tags: —
[wilyin's solution](#)

256.

100825D

[Rings](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-05 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

257.

100825E

[Squawk Virus](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-05 · Java 8 (first AC) · Tags: —
[wilyin's solution](#)

258.

100825I

[What's on the Grille?](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-05 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

259.

100820J

[Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

260.

100820K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

261.

100820H

[Hilbert Sort](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

262.

100820A

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

263.

100820G

[Racing Gems](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

264.

100820C

[Classy](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

265.

100820E

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

266.

100820D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

267.

100837G

[Dendrograms](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

268.

100837E

[Optimal Rest](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

269.

100837C

[Dig or Climb](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

270.

100837D

[Rotation Estimation](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

271.

100837B

[Headstrong Student](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

272.

100837A

[Everlasting...?](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

273.

100643G

[Have You Driven a Fjord Lately?](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

274.

100643E

[The Banzhaf Buzz-Off](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

275.

100643F

[GPS I Love You](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

276.

100643C

[Condorcet Winners](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

277.

100643H

[Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

278.

100643A

[The Agency](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

279.

100643B

[Chain of Fools](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

280.

100643D

[Everyone out of the Pool](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

281.

100643I

[Wally World](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

282.

100641D

[Generalized Roman Numerals](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-28 · last AC: 2015-11-28 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

283.

100641F

[Path of Least Persistence](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

284.

100641C

[Domiyahzee!](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

285.

100641H

[Time Warp](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

286.

100641A

[Continued Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

287.

100641B

[A Cure for the Common Code](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

288.

100524E

[Ebola Virus](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

289.

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

290.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

291.

100524A

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

Rating: — · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

292.

100524B

[Bipartite Bicolored Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

293.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

294.

100729G

[Smoking gun](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-24 · last AC: 2015-11-24 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

295.

100729F

[Pool construction](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

296.

100729I

[Tracking RFIDs](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

297.

100729H

[Tichu](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

298.

100729E

[Please, go first](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

299.

100729B

[Bird tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

300.

100729C

[Movie collection](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

301.

100729A

[Binomial coefficients](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

302.

100781B

[Bell Ringing](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

303.

100781J

[Just a Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

304.

100781F

[Floppy Music](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

305.

100781A

[Adjoin the Networks](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

306.

100781E

[Entertainment Box](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-23 · last AC: 2015-11-23 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

307.

100781G

[Goblin Garden Guards](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

308.

100781D

[Disastrous Downtime](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

309.

100781C

[Cryptographer's Conundrum](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

310.

100827K

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-21 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

311.

100827D

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-21 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

312.

100827G

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-21 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

313.

100827F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-21 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

314.

100827I

[Salary Inequity](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-21 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

315.

100827H

[Pushups](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-21 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

316.

100827E

[Hill Number](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-21 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

317.

100827L

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-21 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

318.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-21 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

319.

100800A

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

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

320.

100800E

[Rainfall](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

321.

100800J

[Jelly Raid](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

322.

100800M

[Milestone Counter](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

323.

100800H

[Sunlight](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

324.

100800I

[Nimionese](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

325.

100800G

[Drink Responsibly](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

326.

100800C

[Conversation Log](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

327.

100800B

[Mountain Biking](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

328.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

329.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

330.

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

331.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

332.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

333.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

334.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

335.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

336.

100801F

[Fygon](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · last AC: 2015-11-16 · MS C++ (first AC) · Tags: —

[wilyin's solution](#)

337.

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

338.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

339.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

340.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

341.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

342.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

343.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

344.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

345.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

346.

100548C

[The Problem Needs 3D Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

347.

100548G

[The Problem to Slow Down You](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

348.

100548I

[International Collegiate Routing Contest](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

349.

100548F

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

350.

100548K

[Last Defence](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

351.

100548A

[Built with Qinghuai and Ari Factor](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

352.

100685H

[Hunt for Treasure!](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

353.

100685B

[Billy, Willy and Moscow Underground](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

354.

100685J

[Just Another Disney Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

355.

100685K

[Key to Magica's diary](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

356.

100685F

[Flood](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

357.

100685A

[Ariel](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

358.

100685E

[Epic Fail of a Genie](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

359.

100685I

[Innovative Business](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

360.

100685G

[Gadget Hackwrench](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

361.

100685C

[Cinderella](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

362.

100753L

[Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

363.

100753D

[Carpets](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · last AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

364.

100753J

[Souvenirs](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

365.

100753C

[Cake](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · last AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

366.

100753E

[Change of Scenery](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

367.

100753I

[Milling machines](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

368.

100753H

[Legacy Code](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

369.

100753F

[Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

370.

100753B

[Bounty Hunter II](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

371.

100753A

[A Journey to Greece](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

372.

100753K

[Upside down primes](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

373.

100753G

[Extreme Sort](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

374.

100002I

[Inlay Cutters](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

375.

100002H

[Heroes Of Might And Magic](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

376.

100002A

[Amusing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

377.

100002E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

378.

100002F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: —
[wilyin's solution](#)

379.

100002B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

380.

100002C

[Cricket Field](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

381.

100002D

[Decoding Task](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

382.

100114F

[GCDs](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · last AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

383.

100114K

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

384.

100114E

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

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

385.

100114I

[Dunno](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

386.

100114D

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

387.

100114J

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

388.

100114A

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

389.

100114H

[Milestones](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

390.

100114C

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

391.

100114G

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

392.

100114B

[Island](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: —

[wilyin's solution](#)

393.

100341D

[Block Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-03 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

394.

100341F

[Independent Set](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-03 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

395.

100341I

[Hungry Queen 2](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-03 · GNU C++0x (first AC) · Tags: —

[wilyin's solution](#)

396.

100341H

[Perfect Lodging](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-03 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

397.

100341E

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-03 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

398.

100341J

[Trip Expenses](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-03 · GNU C++0x (first AC) · Tags: —

[wilyin's solution](#)

399.

100342C

[Painting Cottages](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++0x (first AC) · Tags: —

[wilyin's solution](#)

400.

100342G

[TV Show](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

401.

100342I

[Travel Agency](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

402.

100342F

[Move to Front](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

403.

100342H

[Hard Test](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

404.

100342J

[Triatrip](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

405.

100342D

[Dinner Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · Java 8 (first AC) · Tags: —
[wilyin's solution](#)

406.

100342E

[Minima](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

407.

100357G

[The Most Relevant Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

408.

100357F

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-01 · GNU C++0x (first AC) · Tags: —
[wilyin's solution](#)

409.

100343H

[Truth is in the...](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-23 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

410.

100343E

[Convex Permutominoes](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-23 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

411.

100343F

[Substring Search](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-23 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

412.

100343C

[Late Again](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-23 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

413.

100343I

[Video on Demand](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-23 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

414.

100343B

[Financial Software](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-23 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

415.

100300D

[Map Generator returns \(MG-II\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-22 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

416.

100300C

[Map Generator](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-22 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

417.

100300H

["Roman" corridor](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-22 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

418.

100300A

[Cocktail](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-22 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

419.

100300G

[Pseudographical recognizer](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-22 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

420.

100096C

[General Bytor](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

421.

100096E

[Medical examination](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

422.

100096B

[Cylinders](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

423.

100096D

[Guessing game](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

424.

100096K

[Table game](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

425.

100096F

[NumberEater](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-15 · last AC: 2014-08-15 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

426.

100096A

[Athletic competition](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

427.

100460J

[Shards of the Past](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-13 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

428.

100460D

[Make It Through Your Way](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-13 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

429.

100460E

[Blood of Elves](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-13 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

430.

100460F

[At the Hell's Threshold](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-13 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

431.

100460G

[Eternal Champion](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-13 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

432.

100460C

[Born for the Battle](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-13 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

433.

100460K

[Epilogue](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-13 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

434.

100460L

[Icy Rider](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-13 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

435.

100460H

[A Ballad about the Tear](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-13 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

436.

100460B

[Time of Trial](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-13 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

437.

100032D

[The Millenium](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-30 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

438.

100032J

[Islands](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-30 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

439.

100032H

[Poplars](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-30 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

440.

100032L

[Races](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-30 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

441.

100032A

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-30 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

442.

100186F

[Pair Programming](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

443.

100186H

[IWorm](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

444.

100186J

[New protocol](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

445.

100186C

[The road](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

446.

100186K

[Quality assurance](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

447.

100186G

[Restroom](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

448.

100186I

[The Match](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

449.

100186D

[Test problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

450.

100186A

[Random Access Memory](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

451.

100186L

[Epilogue](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

452.

100125H

[Hospital](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-23 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

453.

100125L

[Log Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-23 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

454.

100125D

[Deepest Station](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-23 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

455.

100125E

[Electricity](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-23 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

456.

100125F

[Final Standings](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-23 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

457.

100125B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-23 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

458.

100125A

[Aztec Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-23 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

459.

100269L

[Lonely Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-21 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

460.

100269H

[Heavy Chain Clusterization](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-21 · GNU C++0x (first AC) · Tags: —

[wilyin's solution](#)

461.

100269K

[Kids in a Friendly Class](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-21 · last AC: 2014-07-21 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

462.

100269G

[Garage](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-21 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

463.

100269D

[Dwarf Tower](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-21 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

464.

100269B

[Ballot Analyzing Device](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-21 · GNU C++0x (first AC) · Tags: —

[wilyin's solution](#)

465.

100269E

[Energy Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-21 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

466.

100269F

[Flight Boarding Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-21 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

467.

100269A

[Arrangement of Contest](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-21 · GNU C++ (first AC) · Tags: —

[wilyin's solution](#)

468.

100257K

[Top K Elements](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

469.

100257F

[Four Ways to Travel](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

470.

100257B

[Blacklist](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

471.

100257A

[Augmented Reality Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

472.

100257I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

473.

100257H

[Hanmattan](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

474.

100463H

[Two Sets](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

475.

100463E

[Spies](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

476.

100463B

[Music Mess](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

477.

100463D

[Evil](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: —
[wilyin's solution](#)

478.

100463A

[Crossing Number](#) · [Tutorial](#)

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