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<https://cfelitetracker.vercel.app>

Unique solved — wiwitrifai

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

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

Filters: none

Count: 2,134

1.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings
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2.

1740A

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Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
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3.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
[wiwitrifai's solution](#)

4.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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5.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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6.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
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7.

1695A

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Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games
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8.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
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9.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: implementation, sortings
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10.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: greedy, strings
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11.

1473A

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

Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings
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12.

1466B

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Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
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13.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math
[wiwitrifai's solution](#)

14.

1451A

[Subtract or Divide](#) · [Tutorial](#)

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15.

1438A

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16.

1421A

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17.

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
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18.

1391B

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19.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,063 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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20.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

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[wiwitrifai's solution](#)

21.

1388A

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Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[wiwitrifai's solution](#)

22.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,879 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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23.

1372A

[Omkar and Completion](#) · [Tutorial](#)

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24.

1369A

[FashionableLee](#) · [Tutorial](#)

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[wiwitrifai's solution](#)

25.

1370A

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Quality: 64,479 global accepts · Rating: 800 · first AC: 2020-06-20 · last AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

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26.

1358A

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Quality: 43,192 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[wiwitrifai's solution](#)

27.

1348A

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28.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

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29.

1301A

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[wiwitrifai's solution](#)

30.

1284A

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31.

1257A

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32.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings
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33.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
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34.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,813 global accepts · Rating: 800 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
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35.

1194A

[Remove a Progression](#) · [Tutorial](#)

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36.

1186A

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

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37.

1185A

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38.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

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39.

1167A

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40.

1152A

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Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math
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41.

1146A

[Love "A"](#) · [Tutorial](#)

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42.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

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43.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

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44.

1096A

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Quality: 19,633 global accepts · Rating: 800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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45.

1088A

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Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

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46.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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47.

1043A

[Elections](#) · [Tutorial](#)

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48.

1060A

[Phone Numbers](#) · [Tutorial](#)

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49.

1028A

[Find Square](#) · [Tutorial](#)

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50.

1017A

[The Rank](#) · [Tutorial](#)

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51.

946A

[Partition](#) · [Tutorial](#)

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52.

938A

[Word Correction](#) · [Tutorial](#)

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53.

919A

[Supermarket](#) · [Tutorial](#)

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54.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

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55.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,955 global accepts · Rating: 800 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: geometry, implementation

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56.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: brute force, implementation

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57.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2017-10-27 · last AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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58.

855A

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59.

837A

[Text Volume](#) · [Tutorial](#)

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60.

794A

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61.

796A

[Buying A House](#) · [Tutorial](#)

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62.

791A

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63.

785A

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[wiwitrifai's solution](#)

64.

782A

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65.

764A

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66.

750A

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

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67.

732A

[Buy a Shovel](#) · [Tutorial](#)

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[wiwitrifai's solution](#)

68.

731A

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Quality: 53,211 global accepts · Rating: 800 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[wiwitrifai's solution](#)

69.

711A

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70.

710A

[King Moves](#) · [Tutorial](#)

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71.

707A

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72.

620A

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73.

701A

[Cards](#) · [Tutorial](#)

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74.

705A

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Quality: 132,104 global accepts · Rating: 800 · first AC: 2016-08-08 · GNU C++11 (first AC) · Tags: implementation

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75.

703A

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Quality: 66,592 global accepts · Rating: 800 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation

[wiwitrifai's solution](#)

76.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,024 global accepts · Rating: 800 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

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77.

686A

[Free Ice Cream](#) · [Tutorial](#)

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78.

678A

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

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[wiwitrifai's solution](#)

79.

630A

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

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80.

609A

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81.

510A

[Fox And Snake](#) · [Tutorial](#)

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82.

520A

[Pangram](#) · [Tutorial](#)

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83.

540A

[Combination Lock](#) · [Tutorial](#)

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84.

551A

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

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85.

546A

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

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86.

486A

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

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[wiwitrifai's solution](#)

87.

472A

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[wiwitrifai's solution](#)

88.

469A

[IWanna Be the Guy](#) · [Tutorial](#)

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[wiwitrifai's solution](#)

89.

467A

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

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[wiwitrifai's solution](#)

90.

71A

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

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91.

447A

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92.

443A

[Anton and Letters](#) · [Tutorial](#)

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[wiwitrifai's solution](#)

93.

426A

[Sereja and Mugs](#) · [Tutorial](#)

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94.

378A

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

Quality: 25,936 global accepts · Rating: 800 · first AC: 2013-12-30 · FPC (first AC) · Tags: brute force

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95.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

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96.

1451B

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Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

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97.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
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98.

1373B

[01 Game](#) · [Tutorial](#)

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99.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math
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100.

1313A

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101.

1279A

[New Year Garland](#) · [Tutorial](#)

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102.

1282A

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103.

1267B

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104.

1238A

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Quality: 28,063 global accepts · Rating: 900 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
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105.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: math
[wiwitrifai's solution](#)

106.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: combinatorics, greedy
[wiwitrifai's solution](#)

107.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[wiwitrifai's solution](#)

108.

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[wiwitrifai's solution](#)

109.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[wiwitrifai's solution](#)

110.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[wiwitrifai's solution](#)

111.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[wiwitrifai's solution](#)

112.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[wiwitrifai's solution](#)

113.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,722 global accepts · Rating: 900 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[wiwitrifai's solution](#)

114.

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[wiwitrifai's solution](#)

115.

913A

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

Quality: 24,179 global accepts · Rating: 900 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, math

[wiwitrifai's solution](#)

116.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-12 · last AC: 2017-12-13 · GNU C++11 (first AC) · Tags: greedy, implementation

[wiwitrifai's solution](#)

117.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[wiwitrifai's solution](#)

118.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[wiwitrifai's solution](#)

119.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wiwitrifai's solution](#)

120.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: implementation

[wiwitrifai's solution](#)

121.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 900 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: implementation, math

[wiwitrifai's solution](#)

122.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 900 · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[wiwitrifai's solution](#)

123.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[wiwitrifai's solution](#)

124.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,843 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[wiwitrifai's solution](#)

125.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[wiwitrifai's solution](#)

126.

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-02-13 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[wiwitrifai's solution](#)

127.

729A

[Interview with Oleg](#) · [Tutorial](#)

Quality: 8,096 global accepts · Rating: 900 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[wiwitrifai's solution](#)

128.

738A

[Interview with Oleg](#) · [Tutorial](#)

Rating: 900 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[wiwitrifai's solution](#)

129.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,218 global accepts · Rating: 900 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: math

[wiwitrifai's solution](#)

130.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: implementation

[wiwitrifai's solution](#)

131.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,342 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[wiwitrifai's solution](#)

132.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: implementation, math

[wiwitrifai's solution](#)

133.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[wiwitrifai's solution](#)

134.

616A

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

Quality: 10,832 global accepts · Rating: 900 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: implementation, strings

[wiwitrifai's solution](#)

135.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,283 global accepts · Rating: 900 · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: implementation, math

[wiwitrifai's solution](#)

136.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,288 global accepts · Rating: 900 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: implementation

[wiwitrifai's solution](#)

137.

519A

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

Quality: 20,130 global accepts · Rating: 900 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: implementation

[wiwitrifai's solution](#)

138.

556A

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

Quality: 46,393 global accepts · Rating: 900 · first AC: 2015-06-28 · GNU C++ (first AC) · Tags: greedy

[wiwitrifai's solution](#)

139.

554A

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

Quality: 14,491 global accepts · Rating: 900 · first AC: 2015-06-26 · GNU C++ (first AC) · Tags: brute force, math, strings

[wiwitrifai's solution](#)

140.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: implementation

[wiwitrifai's solution](#)

141.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: implementation, strings

[wiwitrifai's solution](#)

142.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,695 global accepts · Rating: 900 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: implementation

[wiwitrifai's solution](#)

143.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,025 global accepts · Rating: 900 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: brute force, implementation, math

[wiwitrifai's solution](#)

144.

465A

[inc ARG](#) · [Tutorial](#)

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

[wiwitrifai's solution](#)

145.

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,983 global accepts · Rating: 900 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: implementation

[wiwitrifai's solution](#)

146.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,488 global accepts · Rating: 900 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[wiwitrifai's solution](#)

147.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[wiwitrifai's solution](#)

148.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[wiwitrifai's solution](#)

149.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,146 global accepts · Rating: 1000 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[wiwitrifai's solution](#)

150.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,886 global accepts · Rating: 1000 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[wiwitrifai's solution](#)

151.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[wiwitrifai's solution](#)

152.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings

[wiwitrifai's solution](#)

153.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,074 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[wiwitrifai's solution](#)

154.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[wiwitrifai's solution](#)

155.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[wiwitrifai's solution](#)

156.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,481 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[wiwitrifai's solution](#)

157.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,385 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[wiwitrifai's solution](#)

158.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[wiwitrifai's solution](#)

159.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[wiwitrifai's solution](#)

160.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[wiwitrifai's solution](#)

161.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,055 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[wiwitrifai's solution](#)

162.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[wiwitrifai's solution](#)

163.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[wiwitrifai's solution](#)

164.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: math
[wiwitrifai's solution](#)

165.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[wiwitrifai's solution](#)

166.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[wiwitrifai's solution](#)

167.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: greedy, math
[wiwitrifai's solution](#)

168.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,578 global accepts · Rating: 1000 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dp, math
[wiwitrifai's solution](#)

169.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,977 global accepts · Rating: 1000 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: implementation, sortings, strings
[wiwitrifai's solution](#)

170.

1151A

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

Quality: 11,857 global accepts · Rating: 1000 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: brute force, strings
[wiwitrifai's solution](#)

171.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: brute force, math
[wiwitrifai's solution](#)

172.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,737 global accepts · Rating: 1000 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: greedy, math, sortings
[wiwitrifai's solution](#)

173.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[wiwitrifai's solution](#)

174.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[wiwitrifai's solution](#)

175.

1027A

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

Quality: 18,805 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[wiwitrifai's solution](#)

176.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[wiwitrifai's solution](#)

177.

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[wiwitrifai's solution](#)

178.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[wiwitrifai's solution](#)

179.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[wiwitrifai's solution](#)

180.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: greedy
[wiwitrifai's solution](#)

181.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[wiwitrifai's solution](#)

182.

798A

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

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings
[wiwitrifai's solution](#)

183.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[wiwitrifai's solution](#)

184.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,775 global accepts · Rating: 1000 · first AC: 2016-10-17 · last AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[wiwitrifai's solution](#)

185.

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[wiwitrifai's solution](#)

186.

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: implementation
[wiwitrifai's solution](#)

187.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: implementation, math
[wiwitrifai's solution](#)

188.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: implementation, math
[wiwitrifai's solution](#)

189.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: implementation
[wiwitrifai's solution](#)

190.

691A

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

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: implementation
[wiwitrifai's solution](#)

191.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: sortings
[wiwitrifai's solution](#)

192.

616B

[Dinner with Emma](#) · [Tutorial](#)

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

193.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,832 global accepts · Rating: 1000 · first AC: 2015-08-01 · GNU C++11 (first AC) · Tags: implementation, strings
[wiwitrifai's solution](#)

194.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,719 global accepts · Rating: 1000 · first AC: 2015-08-01 · GNU C++11 (first AC) · Tags: greedy, implementation
[wiwitrifai's solution](#)

195.

507A

[Amr and Music](#) · Tutorial

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[wiwitrifai's solution](#)

196.

560A

[Currency System in Geraldion](#) · Tutorial

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: implementation, sortings
[wiwitrifai's solution](#)

197.

515A

[Drazil and Date](#) · Tutorial

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: math
[wiwitrifai's solution](#)

198.

447B

[DZY Loves Strings](#) · Tutorial

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2015-06-22 · GNU C++ (first AC) · Tags: greedy, implementation
[wiwitrifai's solution](#)

199.

535A

[Tavas and Nafas](#) · Tutorial

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2015-06-22 · GNU C++ (first AC) · Tags: brute force, implementation
[wiwitrifai's solution](#)

200.

552A

[Vanya and Table](#) · Tutorial

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2015-06-20 · GNU C++ (first AC) · Tags: implementation, math
[wiwitrifai's solution](#)

201.

479A

[Expression](#) · Tutorial

Quality: 112,285 global accepts · Rating: 1000 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: brute force, math
[wiwitrifai's solution](#)

202.

476A

[Dreamoon and Stairs](#) · Tutorial

Quality: 51,617 global accepts · Rating: 1000 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: implementation, math
[wiwitrifai's solution](#)

203.

465B

[Inbox \(100500\)](#) · Tutorial

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: implementation
[wiwitrifai's solution](#)

204.

462A

[Appleman and Easy Task](#) · Tutorial

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: brute force, implementation
[wiwitrifai's solution](#)

205.

450A

[Jzzhu and Children](#) · Tutorial

Quality: 44,413 global accepts · Rating: 1000 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: implementation
[wiwitrifai's solution](#)

206.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,270 global accepts · Rating: 1000 · first AC: 2013-12-30 · FPC (first AC) · Tags: implementation

[wiwitrifai's solution](#)

207.

1575A

[Another Sorting Problem](#) · [Tutorial](#)

Quality: 5,183 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[wiwitrifai's solution](#)

208.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[wiwitrifai's solution](#)

209.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[wiwitrifai's solution](#)

210.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,397 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[wiwitrifai's solution](#)

211.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-06-20 · last AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[wiwitrifai's solution](#)

212.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,999 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[wiwitrifai's solution](#)

213.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[wiwitrifai's solution](#)

214.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[wiwitrifai's solution](#)

215.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[wiwitrifai's solution](#)

216.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[wiwitrifai's solution](#)

217.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,735 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[wiwitrifai's solution](#)

218.

1288B

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

Quality: 17,780 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[wiwitrifai's solution](#)

219.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search

[wiwitrifai's solution](#)

220.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[wiwitrifai's solution](#)

221.

1202A

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

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[wiwitrifai's solution](#)

222.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[wiwitrifai's solution](#)

223.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: implementation, strings

[wiwitrifai's solution](#)

224.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: implementation, math

[wiwitrifai's solution](#)

225.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wiwitrifai's solution](#)

226.

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[wiwitrifai's solution](#)

227.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: math, number theory

[wiwitrifai's solution](#)

228.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[wiwitrifai's solution](#)

229.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,608 global accepts · Rating: 1100 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[wiwitrifai's solution](#)

230.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-10-27 · last AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wiwitrifai's solution](#)

231.

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[wiwitrifai's solution](#)

232.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,556 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[wiwitrifai's solution](#)

233.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[wiwitrifai's solution](#)

234.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: implementation, sortings

[wiwitrifai's solution](#)

235.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: implementation

[wiwitrifai's solution](#)

236.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-05 · GNU C++11 (first AC) · Tags: implementation

[wiwitrifai's solution](#)

237.

799A

[Carrot Cakes](#) · [Tutorial](#)

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

[wiwitrifai's solution](#)

238.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,888 global accepts · Rating: 1100 · first AC: 2017-04-19 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[wiwitrifai's solution](#)

239.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,674 global accepts · Rating: 1100 · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: brute force
[wiwitrifai's solution](#)

240.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[wiwitrifai's solution](#)

241.

785B

[Anton and Classes](#) · [Tutorial](#)

Quality: 10,634 global accepts · Rating: 1100 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[wiwitrifai's solution](#)

242.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[wiwitrifai's solution](#)

243.

731B

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

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[wiwitrifai's solution](#)

244.

706B

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

Quality: 84,469 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation
[wiwitrifai's solution](#)

245.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-08 · GNU C++11 (first AC) · Tags: games, math
[wiwitrifai's solution](#)

246.

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings
[wiwitrifai's solution](#)

247.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-03-07 · last AC: 2016-03-08 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math
[wiwitrifai's solution](#)

248.

630D

[Hexagons!](#) · [Tutorial](#)

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

249.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,919 global accepts · Rating: 1100 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: combinatorics, math
[wiwitrifai's solution](#)

250.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[wiwitrifai's solution](#)

251.

501B

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

Quality: 19,424 global accepts · Rating: 1100 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: data structures, dsu, strings
[wiwitrifai's solution](#)

252.

505A

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

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[wiwitrifai's solution](#)

253.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1100 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: brute force
[wiwitrifai's solution](#)

254.

558A

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

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-07-21 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[wiwitrifai's solution](#)

255.

519B

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

Quality: 43,712 global accepts · Rating: 1100 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings
[wiwitrifai's solution](#)

256.

527A

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

Quality: 15,553 global accepts · Rating: 1100 · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: implementation, math
[wiwitrifai's solution](#)

257.

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: greedy, implementation, math
[wiwitrifai's solution](#)

258.

556B

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

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-06-29 · GNU C++ (first AC) · Tags: brute force, implementation
[wiwitrifai's solution](#)

259.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-06-28 · GNU C++ (first AC) · Tags: greedy, hashing, strings
[wiwitrifai's solution](#)

260.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,927 global accepts · Rating: 1100 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
[wiwitrifai's solution](#)

261.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2015-06-22 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, implementation
[wiwitrifai's solution](#)

262.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: implementation, strings
[wiwitrifai's solution](#)

263.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: greedy
[wiwitrifai's solution](#)

264.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2015-06-10 · GNU C++ (first AC) · Tags: brute force, implementation, strings
[wiwitrifai's solution](#)

265.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2014-10-16 · GNU C++ (first AC) · Tags: implementation
[wiwitrifai's solution](#)

266.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-30 · GNU C++ (first AC) · Tags: implementation
[wiwitrifai's solution](#)

267.

467B

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

Quality: 42,855 global accepts · Rating: 1100 · first AC: 2014-09-18 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[wiwitrifai's solution](#)

268.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,795 global accepts · Rating: 1100 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: sortings
[wiwitrifai's solution](#)

269.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,636 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[wiwitrifai's solution](#)

270.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[wiwitrifai's solution](#)

271.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, math

[wiwitrifai's solution](#)

272.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,696 global accepts · Rating: 1200 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: math, number theory

[wiwitrifai's solution](#)

273.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dp, implementation, math

[wiwitrifai's solution](#)

274.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[wiwitrifai's solution](#)

275.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[wiwitrifai's solution](#)

276.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[wiwitrifai's solution](#)

277.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,398 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[wiwitrifai's solution](#)

278.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,289 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[wiwitrifai's solution](#)

279.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[wiwitrifai's solution](#)

280.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[wiwitrifai's solution](#)

281.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[wiwitrifai's solution](#)

282.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy
[wiwitrifai's solution](#)

283.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers
[wiwitrifai's solution](#)

284.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,675 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[wiwitrifai's solution](#)

285.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[wiwitrifai's solution](#)

286.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[wiwitrifai's solution](#)

287.

1184A1

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

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[wiwitrifai's solution](#)

288.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: greedy, sortings
[wiwitrifai's solution](#)

289.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: implementation, strings
[wiwitrifai's solution](#)

290.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: games, greedy, implementation
[wiwitrifai's solution](#)

291.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[wiwitrifai's solution](#)

292.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,961 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[wiwitrifai's solution](#)

293.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[wiwitrifai's solution](#)

294.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wiwitrifai's solution](#)

295.

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[wiwitrifai's solution](#)

296.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[wiwitrifai's solution](#)

297.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[wiwitrifai's solution](#)

298.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[wiwitrifai's solution](#)

299.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · GNU C++ (first AC) · Tags: implementation, math

[wiwitrifai's solution](#)

300.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[wiwitrifai's solution](#)

301.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[wiwitrifai's solution](#)

302.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: implementation

[wiwitrifai's solution](#)

303.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[wiwitrifai's solution](#)

304.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, trees

[wiwitrifai's solution](#)

305.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[wiwitrifai's solution](#)

306.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 1200 · first AC: 2017-12-12 · last AC: 2017-12-13 · GNU C++11 (first AC) · Tags: greedy

[wiwitrifai's solution](#)

307.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · last AC: 2017-12-13 · GNU C++11 (first AC) · Tags: greedy, implementation

[wiwitrifai's solution](#)

308.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[wiwitrifai's solution](#)

309.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2017-06-15 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[wiwitrifai's solution](#)

310.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-16 · GNU C++11 (first AC) · Tags: geometry, math

[wiwitrifai's solution](#)

311.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms

[wiwitrifai's solution](#)

312.

795C

[Maximum Number](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-04-05 · Go (first AC) · Tags: *special, constructive algorithms, greedy

[wiwitrifai's solution](#)

313.

776B

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

Quality: 25,732 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[wiwitrifai's solution](#)

314.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[wiwitrifai's solution](#)

315.

729B

[Spotlights](#) · [Tutorial](#)

Quality: 8,703 global accepts · Rating: 1200 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[wiwitrifai's solution](#)

316.

738B

[Spotlights](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[wiwitrifai's solution](#)

317.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-17 · last AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[wiwitrifai's solution](#)

318.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[wiwitrifai's solution](#)

319.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,296 global accepts · Rating: 1200 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[wiwitrifai's solution](#)

320.

701B

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

Quality: 12,549 global accepts · Rating: 1200 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: data structures, math

[wiwitrifai's solution](#)

321.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: greedy, sortings

[wiwitrifai's solution](#)

322.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[wiwitrifai's solution](#)

323.

632A

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

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

324.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: math

[wiwitrifai's solution](#)

325.

612B

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

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: implementation, math

[wiwitrifai's solution](#)

326.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: implementation, strings

[wiwitrifai's solution](#)

327.

574A

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

Quality: 9,524 global accepts · Rating: 1200 · first AC: 2015-09-01 · GNU C++11 (first AC) · Tags: greedy, implementation

[wiwitrifai's solution](#)

328.

560B

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

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[wiwitrifai's solution](#)

329.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,333 global accepts · Rating: 1200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[wiwitrifai's solution](#)

330.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1200 · first AC: 2015-06-26 · GNU C++ (first AC) · Tags: brute force, greedy, strings

[wiwitrifai's solution](#)

331.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2015-06-22 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[wiwitrifai's solution](#)

332.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,072 global accepts · Rating: 1200 · first AC: 2015-06-20 · GNU C++ (first AC) · Tags: implementation, math

[wiwitrifai's solution](#)

333.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, sortings

[wiwitrifai's solution](#)

334.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,554 global accepts · Rating: 1200 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, implementation

[wiwitrifai's solution](#)

335.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,025 global accepts · Rating: 1200 · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: implementation

[wiwitrifai's solution](#)

336.

462C

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

Rating: 1200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: implementation, sortings

[wiwitrifai's solution](#)

337.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: math, number theory

[wiwitrifai's solution](#)

338.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,292 global accepts · Rating: 1200 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: implementation

[wiwitrifai's solution](#)

339.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[wiwitrifai's solution](#)

340.

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[wiwitrifai's solution](#)

341.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[wiwitrifai's solution](#)

342.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[wiwitrifai's solution](#)

343.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[wiwitrifai's solution](#)

344.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[wiwitrifai's solution](#)

345.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[wiwitrifai's solution](#)

346.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[wiwitrifai's solution](#)

347.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,397 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[wiwitrifai's solution](#)

348.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[wiwitrifai's solution](#)

349.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,186 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[wiwitrifai's solution](#)

350.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,961 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[wiwitrifai's solution](#)

351.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,846 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[wiwitrifai's solution](#)

352.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[wiwitrifai's solution](#)

353.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,780 global accepts · Rating: 1300 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[wiwitrifai's solution](#)

354.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,903 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[wiwitrifai's solution](#)

355.

1220C

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

Quality: 10,814 global accepts · Rating: 1300 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[wiwitrifai's solution](#)

356.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[wiwitrifai's solution](#)

357.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[wiwitrifai's solution](#)

358.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation, strings
[wiwitrifai's solution](#)

359.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation
[wiwitrifai's solution](#)

360.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: binary search, implementation, strings
[wiwitrifai's solution](#)

361.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, strings
[wiwitrifai's solution](#)

362.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math
[wiwitrifai's solution](#)

363.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: math, number theory
[wiwitrifai's solution](#)

364.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[wiwitrifai's solution](#)

365.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings
[wiwitrifai's solution](#)

366.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1300 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[wiwitrifai's solution](#)

367.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[wiwitrifai's solution](#)

368.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[wiwitrifai's solution](#)

369.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: implementation

[wiwitrifai's solution](#)

370.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: greedy, strings

[wiwitrifai's solution](#)

371.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: brute force, implementation

[wiwitrifai's solution](#)

372.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: math, number theory

[wiwitrifai's solution](#)

373.

883F

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

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wiwitrifai's solution](#)

374.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[wiwitrifai's solution](#)

375.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,877 global accepts · Rating: 1300 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[wiwitrifai's solution](#)

376.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: brute force, dp, strings

[wiwitrifai's solution](#)

377.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: implementation

[wiwitrifai's solution](#)

378.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wiwitrifai's solution](#)

379.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[wiwitrifai's solution](#)

380.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[wiwitrifai's solution](#)

381.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[wiwitrifai's solution](#)

382.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-21 · GNU C++11 (first AC) · Tags: graphs

[wiwitrifai's solution](#)

383.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,203 global accepts · Rating: 1300 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: implementation, strings

[wiwitrifai's solution](#)

384.

628C

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

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: greedy, strings

[wiwitrifai's solution](#)

385.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: dp

[wiwitrifai's solution](#)

386.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,243 global accepts · Rating: 1300 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[wiwitrifai's solution](#)

387.

600B

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

Quality: 39,174 global accepts · Rating: 1300 · first AC: 2016-06-22 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[wiwitrifai's solution](#)

388.

630F

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

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: combinatorics, math

[wiwitrifai's solution](#)

389.

630N

[Forecast](#) · [Tutorial](#)

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

[wiwitrifai's solution](#)

390.

612A

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

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[wiwitrifai's solution](#)

391.

574C

[Bear and Poker](#) · [Tutorial](#)

Rating: 1300 · first AC: 2015-09-01 · GNU C++11 (first AC) · Tags: math, number theory

[wiwitrifai's solution](#)

392.

485B

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

Quality: 6,791 global accepts · Rating: 1300 · first AC: 2015-08-01 · GNU C++11 (first AC) · Tags: brute force, greedy

[wiwitrifai's solution](#)

393.

508B

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

Quality: 23,989 global accepts · Rating: 1300 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: greedy, math, strings

[wiwitrifai's solution](#)

394.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,360 global accepts · Rating: 1300 · first AC: 2015-07-21 · GNU C++11 (first AC) · Tags: implementation

[wiwitrifai's solution](#)

395.

515B

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[wiwitrifai's solution](#)

396.

519C

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

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[wiwitrifai's solution](#)

397.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,521 global accepts · Rating: 1300 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[wiwitrifai's solution](#)

398.

486B

[OR in Matrix](#) · [Tutorial](#)

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

[wiwitrifai's solution](#)

399.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,267 global accepts · Rating: 1300 · first AC: 2014-10-16 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy,

math

[wiwitrifai's solution](#)

400.

476B

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

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[wiwitrifai's solution](#)

401.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2014-09-30 · GNU C++ (first AC) · Tags: implementation, sortings

[wiwitrifai's solution](#)

402.

472B

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

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

[wiwitrifai's solution](#)

403.

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: implementation

[wiwitrifai's solution](#)

404.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,827 global accepts · Rating: 1300 · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: implementation, math

[wiwitrifai's solution](#)

405.

462B

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

Quality: 15,566 global accepts · Rating: 1300 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: greedy

[wiwitrifai's solution](#)

406.

426B

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

Quality: 3,961 global accepts · Rating: 1300 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: implementation

[wiwitrifai's solution](#)

407.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[wiwitrifai's solution](#)

408.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,295 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[wiwitrifai's solution](#)

409.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[wiwitrifai's solution](#)

410.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[wiwitrifai's solution](#)

411.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[wiwitrifai's solution](#)

412.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[wiwitrifai's solution](#)

413.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[wiwitrifai's solution](#)

414.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · last AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[wiwitrifai's solution](#)

415.

1365C

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

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[wiwitrifai's solution](#)

416.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,132 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[wiwitrifai's solution](#)

417.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[wiwitrifai's solution](#)

418.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[wiwitrifai's solution](#)

419.

1348B

[Phoenix and Beauty](#) · [Tutorial](#)

Quality: 27,491 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[wiwitrifai's solution](#)

420.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[wiwitrifai's solution](#)

421.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[wiwitrifai's solution](#)

422.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[wiwitrifai's solution](#)

423.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[wiwitrifai's solution](#)

424.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[wiwitrifai's solution](#)

425.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[wiwitrifai's solution](#)

426.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[wiwitrifai's solution](#)

427.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation, two pointers

[wiwitrifai's solution](#)

428.

1184B1

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

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

[wiwitrifai's solution](#)

429.

1167C

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

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[wiwitrifai's solution](#)

430.

1167B

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Quality: 16,469 global accepts · Rating: 1400 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, interactive, math

[wiwitrifai's solution](#)

431.

1156A

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Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: geometry

[wiwitrifai's solution](#)

432.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,595 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[wiwitrifai's solution](#)

433.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[wiwitrifai's solution](#)

434.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[wiwitrifai's solution](#)

435.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[wiwitrifai's solution](#)

436.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[wiwitrifai's solution](#)

437.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[wiwitrifai's solution](#)

438.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[wiwitrifai's solution](#)

439.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1400 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wiwitrifai's solution](#)

440.

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[wiwitrifai's solution](#)

441.

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[wiwitrifai's solution](#)

442.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[wiwitrifai's solution](#)

443.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: data structures, implementation

[wiwitrifai's solution](#)

444.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms

[wiwitrifai's solution](#)

445.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,518 global accepts · Rating: 1400 · first AC: 2017-04-19 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[wiwitrifai's solution](#)

446.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,580 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[wiwitrifai's solution](#)

447.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,800 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[wiwitrifai's solution](#)

448.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[wiwitrifai's solution](#)

449.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: brute force, sortings

[wiwitrifai's solution](#)

450.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: brute force

[wiwitrifai's solution](#)

451.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: brute force, implementation, math, strings

[wiwitrifai's solution](#)

452.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,058 global accepts · Rating: 1400 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation, math
[wiwitrifai's solution](#)

453.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,949 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp
[wiwitrifai's solution](#)

454.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: implementation, math
[wiwitrifai's solution](#)

455.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings
[wiwitrifai's solution](#)

456.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms
[wiwitrifai's solution](#)

457.

612C

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

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math
[wiwitrifai's solution](#)

458.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2015-08-01 · GNU C++11 (first AC) · Tags: implementation, math, matrices
[wiwitrifai's solution](#)

459.

505B

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

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs
[wiwitrifai's solution](#)

460.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: geometry, math
[wiwitrifai's solution](#)

461.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,636 global accepts · Rating: 1400 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, data structures, geometry, implementation, math
[wiwitrifai's solution](#)

462.

515C

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

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: greedy, math, sortings
[wiwitrifai's solution](#)

463.

518B

[Tanya and Postcard](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[wiwitrifai's solution](#)

464.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,191 global accepts · Rating: 1400 · first AC: 2015-07-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[wiwitrifai's solution](#)

465.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[wiwitrifai's solution](#)

466.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: brute force, implementation
[wiwitrifai's solution](#)

467.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-06-28 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math, strings
[wiwitrifai's solution](#)

468.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: dp, greedy, math
[wiwitrifai's solution](#)

469.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[wiwitrifai's solution](#)

470.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: brute force, dfs and similar, games
[wiwitrifai's solution](#)

471.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,991 global accepts · Rating: 1400 · first AC: 2015-06-10 · GNU C++ (first AC) · Tags: brute force, dp, greedy, implementation
[wiwitrifai's solution](#)

472.

550B

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

Quality: 27,454 global accepts · Rating: 1400 · first AC: 2015-06-10 · GNU C++ (first AC) · Tags: bitmasks, brute force
[wiwitrifai's solution](#)

473.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: greedy, sortings

[wiwitrifai's solution](#)

474.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,430 global accepts · Rating: 1400 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[wiwitrifai's solution](#)

475.

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

[wiwitrifai's solution](#)

476.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[wiwitrifai's solution](#)

477.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[wiwitrifai's solution](#)

478.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[wiwitrifai's solution](#)

479.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[wiwitrifai's solution](#)

480.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[wiwitrifai's solution](#)

481.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[wiwitrifai's solution](#)

482.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[wiwitrifai's solution](#)

483.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[wiwitrifai's solution](#)

484.

1419D2

[Sage's Birthday \(hard version\) · Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[wiwitrifai's solution](#)

485.

1419C

[Killjoy · Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[wiwitrifai's solution](#)

486.

1400C

[Binary String Reconstruction · Tutorial](#)

Quality: 18,505 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[wiwitrifai's solution](#)

487.

1391C

[Cyclic Permutations · Tutorial](#)

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[wiwitrifai's solution](#)

488.

1389C

[Good String · Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[wiwitrifai's solution](#)

489.

1379B

[Dubious Cyrpto · Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[wiwitrifai's solution](#)

490.

1379A

[Acacius and String · Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[wiwitrifai's solution](#)

491.

1372C

[Omkar and Baseball · Tutorial](#)

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[wiwitrifai's solution](#)

492.

1366C

[Palindromic Paths · Tutorial](#)

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[wiwitrifai's solution](#)

493.

1338A

[Powered Addition · Tutorial](#)

Quality: 30,346 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[wiwitrifai's solution](#)

494.

1332C

[K-Complete Word · Tutorial](#)

Quality: 20,861 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[wiwitrifai's solution](#)

495.

1313C1

[Skyscrapers \(easy version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[wiwitrifai's solution](#)

496.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search

[wiwitrifai's solution](#)

497.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[wiwitrifai's solution](#)

498.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[wiwitrifai's solution](#)

499.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[wiwitrifai's solution](#)

500.

1186D

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

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[wiwitrifai's solution](#)

501.

1179A

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

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: data structures, implementation

[wiwitrifai's solution](#)

502.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,612 global accepts · Rating: 1500 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[wiwitrifai's solution](#)

503.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,034 global accepts · Rating: 1500 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[wiwitrifai's solution](#)

504.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[wiwitrifai's solution](#)

505.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[wiwitrifai's solution](#)

506.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs

[wiwitrifai's solution](#)

507.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[wiwitrifai's solution](#)

508.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[wiwitrifai's solution](#)

509.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[wiwitrifai's solution](#)

510.

1070H

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

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[wiwitrifai's solution](#)

511.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, sortings

[wiwitrifai's solution](#)

512.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[wiwitrifai's solution](#)

513.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[wiwitrifai's solution](#)

514.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[wiwitrifai's solution](#)

515.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[wiwitrifai's solution](#)

516.

960B

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

Quality: 12,395 global accepts · Rating: 1500 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[wiwitrifai's solution](#)

517.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math
[wiwitrifai's solution](#)

518.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, trees
[wiwitrifai's solution](#)

519.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-10-27 · last AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math
[wiwitrifai's solution](#)

520.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[wiwitrifai's solution](#)

521.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers
[wiwitrifai's solution](#)

522.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[wiwitrifai's solution](#)

523.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[wiwitrifai's solution](#)

524.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,935 global accepts · Rating: 1500 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[wiwitrifai's solution](#)

525.

847A

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Quality: 3,876 global accepts · Rating: 1500 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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526.

846A

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Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: brute force, implementation

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527.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,737 global accepts · Rating: 1500 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

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528.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,562 global accepts · Rating: 1500 · first AC: 2017-08-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[wiwitrifai's solution](#)

529.

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

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530.

817B

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Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-15 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, sortings

[wiwitrifai's solution](#)

531.

809A

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Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[wiwitrifai's solution](#)

532.

795D

[Lie or Truth](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-04-05 · D (first AC) · Tags: *special, implementation, sortings

[wiwitrifai's solution](#)

533.

771B

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Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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534.

771A

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

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

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535.

791B

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

Rating: 1500 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[wiwitrifai's solution](#)

536.

791C

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

Rating: 1500 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[wiwitrifai's solution](#)

537.

790A

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

Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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538.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math

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539.

707C

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Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-21 · GNU C++11 (first AC) · Tags: math, number theory

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540.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: greedy

[wiwitrifai's solution](#)

541.

697C

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[wiwitrifai's solution](#)

542.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,894 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[wiwitrifai's solution](#)

543.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[wiwitrifai's solution](#)

544.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,484 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[wiwitrifai's solution](#)

545.

609C

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Quality: 7,398 global accepts · Rating: 1500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: implementation, math

[wiwitrifai's solution](#)

546.

574B

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

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2015-09-01 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

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547.

501C

[Misha and Forest](#) · [Tutorial](#)

Quality: 6,061 global accepts · Rating: 1500 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures,

greedy, sortings, trees

[wiwitrifai's solution](#)

548.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,209 global accepts · Rating: 1500 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: dfs and similar

[wiwitrifai's solution](#)

549.

527B

[Error Correct System](#) · [Tutorial](#)

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: greedy

[wiwitrifai's solution](#)

550.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math, sortings

[wiwitrifai's solution](#)

551.

555A

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

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

[wiwitrifai's solution](#)

552.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-06-25 · GNU C++ (first AC) · Tags: greedy, math

[wiwitrifai's solution](#)

553.

553A

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

Quality: 9,832 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[wiwitrifai's solution](#)

554.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: data structures, implementation

[wiwitrifai's solution](#)

555.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,876 global accepts · Rating: 1500 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: dp, greedy

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556.

550C

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Quality: 32,139 global accepts · Rating: 1500 · first AC: 2015-06-10 · GNU C++ (first AC) · Tags: brute force, dp, math

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557.

550A

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Quality: 43,648 global accepts · Rating: 1500 · first AC: 2015-06-10 · GNU C++ (first AC) · Tags: brute force, dp, greedy, implementation, strings

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558.

460B

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

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory

[wiwitrifai's solution](#)

559.

469C

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Rating: 1500 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[wiwitrifai's solution](#)

560.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp

[wiwitrifai's solution](#)

561.

443B

[Kolya and Tandem Repeat](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[wiwitrifai's solution](#)

562.

409H

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

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563.

1938H

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Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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564.

1753B

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Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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565.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

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566.

1481C

[Fence Painting](#) · [Tutorial](#)

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567.

1476C

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Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[wiwitrifai's solution](#)

568.

1458A

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Quality: 25,296 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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569.

1423K

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570.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

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571.

1389B

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Quality: 20,350 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[wiwitrifai's solution](#)

572.

1373D

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[wiwitrifai's solution](#)

573.

1364C

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574.

1363C

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575.

1358C

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576.

1348C

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577.

1334C

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578.

1327C

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579.

1288C

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Quality: 15,275 global accepts · Rating: 1600 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
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580.

1284C

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581.

1282B2

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Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
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582.

1238C

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Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
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583.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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584.

1184D1

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Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: implementation
[wiwitrifai's solution](#)

585.

1184C1

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586.

1188A1

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587.

1148B

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Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers
[wiwitrifai's solution](#)

588.

1151D

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589.

1151B

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Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
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590.

1137B

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Quality: 7,013 global accepts · Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: greedy, hashing, strings
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591.

1137A

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592.

1109A

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

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593.

1098A

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[wiwitrifai's solution](#)

594.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
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595.

1056D

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Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees
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596.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[wiwitrifai's solution](#)

597.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
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598.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings
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599.

1025C

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Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
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600.

1025B

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601.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[wiwitrifai's solution](#)

602.

1017C

[The Phone Number](#) · [Tutorial](#)

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[wiwitrifai's solution](#)

603.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths
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604.

966A

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

Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
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605.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: data structures, implementation
[wiwitrifai's solution](#)

606.

913C

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Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy
[wiwitrifai's solution](#)

607.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: implementation, strings
[wiwitrifai's solution](#)

608.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
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609.

878A

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Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[wiwitrifai's solution](#)

610.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[wiwitrifai's solution](#)

611.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[wiwitrifai's solution](#)

612.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms
[wiwitrifai's solution](#)

613.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[wiwitrifai's solution](#)

614.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: greedy, implementation
[wiwitrifai's solution](#)

615.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-15 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math
[wiwitrifai's solution](#)

616.

793B

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Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[wiwitrifai's solution](#)

617.

795K

[Stepan and Vowels](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-04-05 · Ruby (first AC) · Tags: *special, implementation, strings
[wiwitrifai's solution](#)

618.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings
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619.

788A

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Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers
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620.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[wiwitrifai's solution](#)

621.

782B

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

Rating: 1600 · first AC: 2017-03-05 · Python 3 (first AC) · Tags: binary search, ternary search
[wiwitrifai's solution](#)

622.

782C

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

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[wiwitrifai's solution](#)

623.

781A

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

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[wiwitrifai's solution](#)

624.

777C

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Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[wiwitrifai's solution](#)

625.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[wiwitrifai's solution](#)

626.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · last AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[wiwitrifai's solution](#)

627.

764C

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

Rating: 1600 · first AC: 2017-02-13 · Python 3 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[wiwitrifai's solution](#)

628.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[wiwitrifai's solution](#)

629.

741B

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

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[wiwitrifai's solution](#)

630.

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[wiwitrifai's solution](#)

631.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[wiwitrifai's solution](#)

632.

736A

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

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math
[wiwitrifai's solution](#)

633.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-11-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[wiwitrifai's solution](#)

634.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[wiwitrifai's solution](#)

635.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,365 global accepts · Rating: 1600 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: dp, strings
[wiwitrifai's solution](#)

636.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers
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637.

665A

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

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: implementation
[wiwitrifai's solution](#)

638.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,210 global accepts · Rating: 1600 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: implementation, strings
[wiwitrifai's solution](#)

639.

705C

[Thor](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-08-08 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[wiwitrifai's solution](#)

640.

704A

[Thor](#) · [Tutorial](#)

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

641.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2016-06-22 · GNU C++11 (first AC) · Tags: implementation, strings
[wiwitrifai's solution](#)

642.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2016-06-21 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[wiwitrifai's solution](#)

643.

678B

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

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-21 · GNU C++11 (first AC) · Tags: implementation
[wiwitrifai's solution](#)

644.

616D

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

Quality: 12,376 global accepts · Rating: 1600 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers
[wiwitrifai's solution](#)

645.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: dfs and similar
[wiwitrifai's solution](#)

646.

574D

[Bear and Blocks](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-09-01 · GNU C++11 (first AC) · Tags: data structures, dp, math, shortest paths
[wiwitrifai's solution](#)

647.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1600 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[wiwitrifai's solution](#)

648.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,166 global accepts · Rating: 1600 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, sortings
[wiwitrifai's solution](#)

649.

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
[wiwitrifai's solution](#)

650.

476C

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

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: math
[wiwitrifai's solution](#)

651.

518C

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

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation
[wiwitrifai's solution](#)

652.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[wiwitrifai's solution](#)

653.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, implementation, math

[wiwitrifai's solution](#)

654.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2015-06-28 · GNU C++ (first AC) · Tags: greedy, math, sortings

[wiwitrifai's solution](#)

655.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: math

[wiwitrifai's solution](#)

656.

408C

[Triangle](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-06-22 · GNU C++ (first AC) · Tags: geometry, math

[wiwitrifai's solution](#)

657.

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2015-06-22 · GNU C++ (first AC) · Tags: binary search, implementation, math

[wiwitrifai's solution](#)

658.

447C

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

Rating: 1600 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: dp

[wiwitrifai's solution](#)

659.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[wiwitrifai's solution](#)

660.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[wiwitrifai's solution](#)

661.

1578H

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

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[wiwitrifai's solution](#)

662.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[wiwitrifai's solution](#)

663.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,006 global accepts · Rating: 1700 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[wiwitrifai's solution](#)

664.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation
[wiwitrifai's solution](#)

665.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[wiwitrifai's solution](#)

666.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, strings
[wiwitrifai's solution](#)

667.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math
[wiwitrifai's solution](#)

668.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[wiwitrifai's solution](#)

669.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[wiwitrifai's solution](#)

670.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · last AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
[wiwitrifai's solution](#)

671.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
[wiwitrifai's solution](#)

672.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,821 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
[wiwitrifai's solution](#)

673.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,299 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[wiwitrifai's solution](#)

674.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[wiwitrifai's solution](#)

675.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[wiwitrifai's solution](#)

676.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[wiwitrifai's solution](#)

677.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[wiwitrifai's solution](#)

678.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[wiwitrifai's solution](#)

679.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,293 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[wiwitrifai's solution](#)

680.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[wiwitrifai's solution](#)

681.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[wiwitrifai's solution](#)

682.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,250 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[wiwitrifai's solution](#)

683.

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[wiwitrifai's solution](#)

684.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[wiwitrifai's solution](#)

685.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[wiwitrifai's solution](#)

686.

1202B

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

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, shortest paths

[wiwitrifai's solution](#)

687.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: games, math

[wiwitrifai's solution](#)

688.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: implementation, math

[wiwitrifai's solution](#)

689.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[wiwitrifai's solution](#)

690.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[wiwitrifai's solution](#)

691.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[wiwitrifai's solution](#)

692.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: binary search, greedy

[wiwitrifai's solution](#)

693.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: bitmasks, graphs, interactive

[wiwitrifai's solution](#)

694.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: greedy, strings

[wiwitrifai's solution](#)

695.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: brute force, math
[wiwitrifai's solution](#)

696.

1129A1

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

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy
[wiwitrifai's solution](#)

697.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 1700 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu
[wiwitrifai's solution](#)

698.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[wiwitrifai's solution](#)

699.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings
[wiwitrifai's solution](#)

700.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers
[wiwitrifai's solution](#)

701.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[wiwitrifai's solution](#)

702.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures
[wiwitrifai's solution](#)

703.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[wiwitrifai's solution](#)

704.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[wiwitrifai's solution](#)

705.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[wiwitrifai's solution](#)

706.

966B

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

Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[wiwitrifai's solution](#)

707.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[wiwitrifai's solution](#)

708.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms
[wiwitrifai's solution](#)

709.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs
[wiwitrifai's solution](#)

710.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: brute force, data structures, math
[wiwitrifai's solution](#)

711.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,796 global accepts · Rating: 1700 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: binary search, dfs and similar
[wiwitrifai's solution](#)

712.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: brute force, geometry, math
[wiwitrifai's solution](#)

713.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[wiwitrifai's solution](#)

714.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2017-06-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[wiwitrifai's solution](#)

715.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, math
[wiwitrifai's solution](#)

716.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2017-04-19 · GNU C++11 (first AC) · Tags: data structures, greedy, strings
[wiwitrifai's solution](#)

717.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-04-07 · last AC: 2017-04-07 · GNU C++11 (first AC) · Tags: *special
[wiwitrifai's solution](#)

718.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math
[wiwitrifai's solution](#)

719.

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[wiwitrifai's solution](#)

720.

729C

[Road to Cinema](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[wiwitrifai's solution](#)

721.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · last AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search
[wiwitrifai's solution](#)

722.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · last AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[wiwitrifai's solution](#)

723.

738D

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[wiwitrifai's solution](#)

724.

738C

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search
[wiwitrifai's solution](#)

725.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[wiwitrifai's solution](#)

726.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp
[wiwitrifai's solution](#)

727.

598D

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

Quality: 13,095 global accepts · Rating: 1700 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[wiwitrifai's solution](#)

728.

622C

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

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: data structures, implementation
[wiwitrifai's solution](#)

729.

697D

[Puzzles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

730.

691D

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

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math
[wiwitrifai's solution](#)

731.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees
[wiwitrifai's solution](#)

732.

686C

[Robbers' watch](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math
[wiwitrifai's solution](#)

733.

685A

[Robbers' watch](#) · [Tutorial](#)

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

734.

678D

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

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-06-21 · GNU C++11 (first AC) · Tags: math, number theory
[wiwitrifai's solution](#)

735.

632C

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

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: sortings, strings
[wiwitrifai's solution](#)

736.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, sortings
[wiwitrifai's solution](#)

737.

591C

[Median Smoothing](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[wiwitrifai's solution](#)

738.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[wiwitrifai's solution](#)

739.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1700 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms
[wiwitrifai's solution](#)

740.

499C

[Crazy Town](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-08-01 · GNU C++11 (first AC) · Tags: geometry, math
[wiwitrifai's solution](#)

741.

507C

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

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: implementation, math, trees
[wiwitrifai's solution](#)

742.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings
[wiwitrifai's solution](#)

743.

518D

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

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities
[wiwitrifai's solution](#)

744.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2015-06-22 · GNU C++ (first AC) · Tags: binary search, data structures, greedy
[wiwitrifai's solution](#)

745.

465C

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

Rating: 1700 · first AC: 2015-06-22 · GNU C++ (first AC) · Tags: brute force
[wiwitrifai's solution](#)

746.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: greedy, implementation
[wiwitrifai's solution](#)

747.

546D

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

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math, number theory
[wiwitrifai's solution](#)

748.

486C

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

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

[wiwitrifai's solution](#)

749.

479D

[Long Jumps](#) · [Tutorial](#)

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

[wiwitrifai's solution](#)

750.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,624 global accepts · Rating: 1700 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: dp

[wiwitrifai's solution](#)

751.

471C

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

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-30 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, math

[wiwitrifai's solution](#)

752.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: dp, implementation

[wiwitrifai's solution](#)

753.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,891 global accepts · Rating: 1700 · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[wiwitrifai's solution](#)

754.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[wiwitrifai's solution](#)

755.

409B

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

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2014-04-01 · Mysterious Language (first AC) · Tags: *special

[wiwitrifai's solution](#)

756.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[wiwitrifai's solution](#)

757.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[wiwitrifai's solution](#)

758.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[wiwitrifai's solution](#)

759.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp
[wiwitrifai's solution](#)

760.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[wiwitrifai's solution](#)

761.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[wiwitrifai's solution](#)

762.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math
[wiwitrifai's solution](#)

763.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees
[wiwitrifai's solution](#)

764.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp
[wiwitrifai's solution](#)

765.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers
[wiwitrifai's solution](#)

766.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
[wiwitrifai's solution](#)

767.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[wiwitrifai's solution](#)

768.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[wiwitrifai's solution](#)

769.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[wiwitrifai's solution](#)

770.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[wiwitrifai's solution](#)

771.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[wiwitrifai's solution](#)

772.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · last AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp
[wiwitrifai's solution](#)

773.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics
[wiwitrifai's solution](#)

774.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: games
[wiwitrifai's solution](#)

775.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[wiwitrifai's solution](#)

776.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms
[wiwitrifai's solution](#)

777.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: greedy, implementation
[wiwitrifai's solution](#)

778.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy, sortings
[wiwitrifai's solution](#)

779.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[wiwitrifai's solution](#)

780.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[wiwitrifai's solution](#)

781.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[wiwitrifai's solution](#)

782.

1129A2

[Toy Train](#) · [Tutorial](#)

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

[wiwitrifai's solution](#)

783.

1109B

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

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms, hashing, strings

[wiwitrifai's solution](#)

784.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory

[wiwitrifai's solution](#)

785.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wiwitrifai's solution](#)

786.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[wiwitrifai's solution](#)

787.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[wiwitrifai's solution](#)

788.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[wiwitrifai's solution](#)

789.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[wiwitrifai's solution](#)

790.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wiwitrifai's solution](#)

791.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: dp

[wiwitrifai's solution](#)

792.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp

[wiwitrifai's solution](#)

793.

913D

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

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[wiwitrifai's solution](#)

794.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[wiwitrifai's solution](#)

795.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[wiwitrifai's solution](#)

796.

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[wiwitrifai's solution](#)

797.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[wiwitrifai's solution](#)

798.

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[wiwitrifai's solution](#)

799.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[wiwitrifai's solution](#)

800.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-18 · last AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[wiwitrifai's solution](#)

801.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-18 · last AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[wiwitrifai's solution](#)

802.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[wiwitrifai's solution](#)

803.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: data structures, math, probabilities, two pointers

[wiwitrifai's solution](#)

804.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[wiwitrifai's solution](#)

805.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: brute force, greedy

[wiwitrifai's solution](#)

806.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[wiwitrifai's solution](#)

807.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-06-05 · GNU C++11 (first AC) · Tags: brute force, math

[wiwitrifai's solution](#)

808.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-16 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[wiwitrifai's solution](#)

809.

799C

[Fountains](#) · [Tutorial](#)

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

[wiwitrifai's solution](#)

810.

801D

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy

[wiwitrifai's solution](#)

811.

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: binary search, math

[wiwitrifai's solution](#)

812.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: geometry

[wiwitrifai's solution](#)

813.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: binary search, greedy

[wiwitrifai's solution](#)

814.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, strings

[wiwitrifai's solution](#)

815.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[wiwitrifai's solution](#)

816.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[wiwitrifai's solution](#)

817.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[wiwitrifai's solution](#)

818.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[wiwitrifai's solution](#)

819.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[wiwitrifai's solution](#)

820.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,588 global accepts · Rating: 1800 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[wiwitrifai's solution](#)

821.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number

theory

[wiwitrifai's solution](#)

822.

701E

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

Rating: 1800 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[wiwitrifai's solution](#)

823.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: implementation, strings

[wiwitrifai's solution](#)

824.

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[wiwitrifai's solution](#)

825.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[wiwitrifai's solution](#)

826.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2016-06-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[wiwitrifai's solution](#)

827.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: data structures, sortings

[wiwitrifai's solution](#)

828.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers

[wiwitrifai's solution](#)

829.

612D

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

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: greedy, sortings

[wiwitrifai's solution](#)

830.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[wiwitrifai's solution](#)

831.

478C

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

Quality: 20,594 global accepts · Rating: 1800 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: greedy

[wiwitrifai's solution](#)

832.

519D

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

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: data structures, dp, two pointers
[wiwitrifai's solution](#)

833.

538D

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544C

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1369D

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1365E

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1348D

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553B

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536B

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922.

536A

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552D

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547B

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Quality: 11,629 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[wiwitrifai's solution](#)

935.

1391D

[505](#) · [Tutorial](#)

Quality: 5,770 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[wiwitrifai's solution](#)

936.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[wiwitrifai's solution](#)

937.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,081 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[wiwitrifai's solution](#)

938.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-20 · last AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[wiwitrifai's solution](#)

939.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,348 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[wiwitrifai's solution](#)

940.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[wiwitrifai's solution](#)

941.

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[wiwitrifai's solution](#)

942.

1359D

[Yet Another Yet Another Task](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[wiwitrifai's solution](#)

943.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[wiwitrifai's solution](#)

944.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[wiwitrifai's solution](#)

945.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[wiwitrifai's solution](#)

946.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, dp
[wiwitrifai's solution](#)

947.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[wiwitrifai's solution](#)

948.

1237D

[Balanced Playlist](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[wiwitrifai's solution](#)

949.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,364 global accepts · Rating: 2000 · first AC: 2019-08-11 · last AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings
[wiwitrifai's solution](#)

950.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings, two pointers
[wiwitrifai's solution](#)

951.

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: brute force, implementation
[wiwitrifai's solution](#)

952.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: games
[wiwitrifai's solution](#)

953.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers
[wiwitrifai's solution](#)

954.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, math, trees
[wiwitrifai's solution](#)

955.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms
[wiwitrifai's solution](#)

956.

1088D

[Ehab and another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[wiwitrifai's solution](#)

957.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[wiwitrifai's solution](#)

958.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[wiwitrifai's solution](#)

959.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[wiwitrifai's solution](#)

960.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[wiwitrifai's solution](#)

961.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[wiwitrifai's solution](#)

962.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[wiwitrifai's solution](#)

963.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[wiwitrifai's solution](#)

964.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[wiwitrifai's solution](#)

965.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[wiwitrifai's solution](#)

966.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 2000 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings
[wiwitrifai's solution](#)

967.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,582 global accepts · Rating: 2000 · first AC: 2017-08-25 · GNU C++11 (first AC) · Tags: brute force, interactive, probabilities
[wiwitrifai's solution](#)

968.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2017-06-15 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees
[wiwitrifai's solution](#)

969.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2000 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: dp, graphs
[wiwitrifai's solution](#)

970.

803F

[Coprime Subsequences](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2000 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory
[wiwitrifai's solution](#)

971.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2017-04-19 · GNU C++11 (first AC) · Tags: brute force, data structures, dp
[wiwitrifai's solution](#)

972.

795J

[Stepan's Series](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-04-05 · GNU C++11 (first AC) · Tags: *special, dp
[wiwitrifai's solution](#)

973.

784G

[BF Calculator](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 2000 · first AC: 2017-03-31 · Python 3 (first AC) · Tags: *special
[wiwitrifai's solution](#)

974.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-03-31 · Python 3 (first AC) · Tags: *special, brute force, implementation
[wiwitrifai's solution](#)

975.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory
[wiwitrifai's solution](#)

976.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games
[wiwitrifai's solution](#)

977.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp
[wiwitrifai's solution](#)

978.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,752 global accepts · Rating: 2000 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[wiwitrifai's solution](#)

979.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-02-23 · last AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[wiwitrifai's solution](#)

980.

730I

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

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2016-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy
[wiwitrifai's solution](#)

981.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: brute force, dp
[wiwitrifai's solution](#)

982.

600D

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

Quality: 2,705 global accepts · Rating: 2000 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: geometry
[wiwitrifai's solution](#)

983.

609D

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

Quality: 3,164 global accepts · Rating: 2000 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers
[wiwitrifai's solution](#)

984.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2015-08-11 · GNU C++11 (first AC) · Tags: data structures, schedules
[wiwitrifai's solution](#)

985.

501D

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

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: data structures
[wiwitrifai's solution](#)

986.

514D

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

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers
[wiwitrifai's solution](#)

987.

514C

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

Quality: 8,158 global accepts · Rating: 2000 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing,

string suffix structures, strings

[wiwitrifai's solution](#)

988.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2015-07-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings, trees

[wiwitrifai's solution](#)

989.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2015-07-18 · GNU C++11 (first AC) · Tags: brute force, geometry

[wiwitrifai's solution](#)

990.

515D

[Drazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[wiwitrifai's solution](#)

991.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: dp

[wiwitrifai's solution](#)

992.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[wiwitrifai's solution](#)

993.

555B

[Case of Fugitive](#) · [Tutorial](#)

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

[wiwitrifai's solution](#)

994.

465D

[Restore Cube](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-06-22 · GNU C++ (first AC) · Tags: brute force

[wiwitrifai's solution](#)

995.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2015-06-15 · GNU C++ (first AC) · Tags: dfs and similar

[wiwitrifai's solution](#)

996.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[wiwitrifai's solution](#)

997.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: brute force, math

[wiwitrifai's solution](#)

998.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

999.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[wiwitrifai's solution](#)

1000.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[wiwitrifai's solution](#)

1001.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[wiwitrifai's solution](#)

1002.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[wiwitrifai's solution](#)

1003.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[wiwitrifai's solution](#)

1004.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[wiwitrifai's solution](#)

1005.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[wiwitrifai's solution](#)

1006.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[wiwitrifai's solution](#)

1007.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[wiwitrifai's solution](#)

1008.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, greedy, trees

[wiwitrifai's solution](#)

1009.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

[wiwitrifai's solution](#)

1010.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[wiwitrifai's solution](#)

1011.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · last AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[wiwitrifai's solution](#)

1012.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[wiwitrifai's solution](#)

1013.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[wiwitrifai's solution](#)

1014.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[wiwitrifai's solution](#)

1015.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,415 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[wiwitrifai's solution](#)

1016.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[wiwitrifai's solution](#)

1017.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[wiwitrifai's solution](#)

1018.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[wiwitrifai's solution](#)

1019.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[wiwitrifai's solution](#)

1020.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[wiwitrifai's solution](#)

1021.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[wiwitrifai's solution](#)

1022.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[wiwitrifai's solution](#)

1023.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[wiwitrifai's solution](#)

1024.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[wiwitrifai's solution](#)

1025.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[wiwitrifai's solution](#)

1026.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[wiwitrifai's solution](#)

1027.

1184E2

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

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[wiwitrifai's solution](#)

1028.

1184A2

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

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: brute force, number theory

[wiwitrifai's solution](#)

1029.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 2100 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[wiwitrifai's solution](#)

1030.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp
[wiwitrifai's solution](#)

1031.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force
[wiwitrifai's solution](#)

1032.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

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1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math
[wiwitrifai's solution](#)

1132.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math, strings

[wiwitrifai's solution](#)

1133.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[wiwitrifai's solution](#)

1134.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[wiwitrifai's solution](#)

1135.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: brute force, interactive, math

[wiwitrifai's solution](#)

1136.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: binary search, brute force, interactive

[wiwitrifai's solution](#)

1137.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[wiwitrifai's solution](#)

1138.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[wiwitrifai's solution](#)

1139.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wiwitrifai's solution](#)

1140.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[wiwitrifai's solution](#)

1141.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[wiwitrifai's solution](#)

1142.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[wiwitrifai's solution](#)

1143.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math
[wiwitrifai's solution](#)

1144.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[wiwitrifai's solution](#)

1145.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: greedy, implementation
[wiwitrifai's solution](#)

1146.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[wiwitrifai's solution](#)

1147.

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[wiwitrifai's solution](#)

1148.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[wiwitrifai's solution](#)

1149.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2017-12-12 · last AC: 2017-12-13 · GNU C++11 (first AC) · Tags: bitmasks, dp
[wiwitrifai's solution](#)

1150.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2017-12-12 · last AC: 2017-12-13 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, strings
[wiwitrifai's solution](#)

1151.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2017-12-12 · last AC: 2017-12-13 · GNU C++11 (first AC) · Tags: data structures, math
[wiwitrifai's solution](#)

1152.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[wiwitrifai's solution](#)

1153.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[wiwitrifai's solution](#)

1154.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[wiwitrifai's solution](#)

1155.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[wiwitrifai's solution](#)

1156.

863F

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

Quality: 1,526 global accepts · Rating: 2200 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: flows

[wiwitrifai's solution](#)

1157.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[wiwitrifai's solution](#)

1158.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[wiwitrifai's solution](#)

1159.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[wiwitrifai's solution](#)

1160.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,115 global accepts · Rating: 2200 · first AC: 2017-06-05 · GNU C++11 (first AC) · Tags: binary search, data structures

[wiwitrifai's solution](#)

1161.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: binary search, interactive

[wiwitrifai's solution](#)

1162.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[wiwitrifai's solution](#)

1163.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[wiwitrifai's solution](#)

1164.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[wiwitrifai's solution](#)

1165.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[wiwitrifai's solution](#)

1166.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2016-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[wiwitrifai's solution](#)

1167.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2016-10-17 · last AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[wiwitrifai's solution](#)

1168.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[wiwitrifai's solution](#)

1169.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[wiwitrifai's solution](#)

1170.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: binary search, two pointers

[wiwitrifai's solution](#)

1171.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees

[wiwitrifai's solution](#)

1172.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[wiwitrifai's solution](#)

1173.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-06-21 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[wiwitrifai's solution](#)

1174.

651E

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

Rating: 2200 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[wiwitrifai's solution](#)

1175.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[wiwitrifai's solution](#)

1176.

591E

[Three States](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[wiwitrifai's solution](#)

1177.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2015-09-07 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[wiwitrifai's solution](#)

1178.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2015-09-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[wiwitrifai's solution](#)

1179.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,877 global accepts · Rating: 2200 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[wiwitrifai's solution](#)

1180.

505D

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

Quality: 2,931 global accepts · Rating: 2200 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: dfs and similar

[wiwitrifai's solution](#)

1181.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: dp, implementation

[wiwitrifai's solution](#)

1182.

508E

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: dp, greedy

[wiwitrifai's solution](#)

1183.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,098 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[wiwitrifai's solution](#)

1184.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: dp, matrices

[wiwitrifai's solution](#)

1185.

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: dp, strings

[wiwitrifai's solution](#)

1186.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, hashing, math

[wiwitrifai's solution](#)

1187.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: greedy, implementation, math, ternary search

[wiwitrifai's solution](#)

1188.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-28 · GNU C++ (first AC) · Tags: data structures

[wiwitrifai's solution](#)

1189.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-06-25 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[wiwitrifai's solution](#)

1190.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-25 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[wiwitrifai's solution](#)

1191.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[wiwitrifai's solution](#)

1192.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: binary search, greedy

[wiwitrifai's solution](#)

1193.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-06-11 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math

[wiwitrifai's solution](#)

1194.

548C

[Mike and Frog](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-06-11 · GNU C++ (first AC) · Tags: greedy, math, number theory

[wiwitrifai's solution](#)

1195.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-10 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[wiwitrifai's solution](#)

1196.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1197.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[wiwitrifai's solution](#)

1198.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[wiwitrifai's solution](#)

1199.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[wiwitrifai's solution](#)

1200.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[wiwitrifai's solution](#)

1201.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[wiwitrifai's solution](#)

1202.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[wiwitrifai's solution](#)

1203.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · last AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[wiwitrifai's solution](#)

1204.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings

[wiwitrifai's solution](#)

1205.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[wiwitrifai's solution](#)

1206.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[wiwitrifai's solution](#)

1207.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, games, greedy

[wiwitrifai's solution](#)

1208.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · last AC: 2019-07-06 · GNU C++11 (first AC) · Tags: math, matrices, number theory, two pointers

[wiwitrifai's solution](#)

1209.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dp, math, matrices, number theory

[wiwitrifai's solution](#)

1210.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: dp, probabilities

[wiwitrifai's solution](#)

1211.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[wiwitrifai's solution](#)

1212.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math, sortings

[wiwitrifai's solution](#)

1213.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[wiwitrifai's solution](#)

1214.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices, probabilities

[wiwitrifai's solution](#)

1215.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[wiwitrifai's solution](#)

1216.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[wiwitrifai's solution](#)

1217.

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[wiwitrifai's solution](#)

1218.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp
[wiwitrifai's solution](#)

1219.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees
[wiwitrifai's solution](#)

1220.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: combinatorics, math
[wiwitrifai's solution](#)

1221.

901C

[Bipartite Segments](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers
[wiwitrifai's solution](#)

1222.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures
[wiwitrifai's solution](#)

1223.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[wiwitrifai's solution](#)

1224.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[wiwitrifai's solution](#)

1225.

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[wiwitrifai's solution](#)

1226.

846E

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

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, trees
[wiwitrifai's solution](#)

1227.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math

[wiwitrifai's solution](#)

1228.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2300 · first AC: 2017-06-15 · GNU C++11 (first AC) · Tags: binary search, data structures, trees

[wiwitrifai's solution](#)

1229.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2017-05-16 · GNU C++11 (first AC) · Tags: dp, strings

[wiwitrifai's solution](#)

1230.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, ternary search

[wiwitrifai's solution](#)

1231.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: data structures

[wiwitrifai's solution](#)

1232.

801E

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

Rating: 2300 · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[wiwitrifai's solution](#)

1233.

800C

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

Rating: 2300 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[wiwitrifai's solution](#)

1234.

795E

[Big Number and Remainder](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-05 · Java 8 (first AC) · Tags: *special, brute force, number theory

[wiwitrifai's solution](#)

1235.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[wiwitrifai's solution](#)

1236.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[wiwitrifai's solution](#)

1237.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[wiwitrifai's solution](#)

1238.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[wiwitrifai's solution](#)

1239.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[wiwitrifai's solution](#)

1240.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2016-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[wiwitrifai's solution](#)

1241.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2016-10-17 · last AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[wiwitrifai's solution](#)

1242.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[wiwitrifai's solution](#)

1243.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: geometry, sortings

[wiwitrifai's solution](#)

1244.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: combinatorics, math

[wiwitrifai's solution](#)

1245.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[wiwitrifai's solution](#)

1246.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[wiwitrifai's solution](#)

1247.

574E

[Bear and Drawing](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[wiwitrifai's solution](#)

1248.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[wiwitrifai's solution](#)

1249.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: flows

[wiwitrifai's solution](#)

1250.

558D

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

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2015-07-21 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[wiwitrifai's solution](#)

1251.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 2300 · first AC: 2015-07-21 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[wiwitrifai's solution](#)

1252.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,435 global accepts · Rating: 2300 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: data structures

[wiwitrifai's solution](#)

1253.

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

[wiwitrifai's solution](#)

1254.

557E

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

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[wiwitrifai's solution](#)

1255.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-06-30 · GNU C++ (first AC) · Tags: dp, trees

[wiwitrifai's solution](#)

1256.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-26 · GNU C++ (first AC) · Tags: binary search, graphs, greedy

[wiwitrifai's solution](#)

1257.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-06-11 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[wiwitrifai's solution](#)

1258.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[wiwitrifai's solution](#)

1259.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[wiwitrifai's solution](#)

1260.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[wiwitrifai's solution](#)

1261.

1578L

[Labyrinth](#) · [Tutorial](#)

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

[wiwitrifai's solution](#)

1262.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[wiwitrifai's solution](#)

1263.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, sortings

[wiwitrifai's solution](#)

1264.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[wiwitrifai's solution](#)

1265.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[wiwitrifai's solution](#)

1266.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · last AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[wiwitrifai's solution](#)

1267.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[wiwitrifai's solution](#)

1268.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · last AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[wiwitrifai's solution](#)

1269.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[wiwitrifai's solution](#)

1270.

1348E

[Phoenix and Berries](#) · [Tutorial](#)

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[wiwitrifai's solution](#)

1271.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[wiwitrifai's solution](#)

1272.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1273.

1257F

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

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[wiwitrifai's solution](#)

1274.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[wiwitrifai's solution](#)

1275.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[wiwitrifai's solution](#)

1276.

1202E

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

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2019-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[wiwitrifai's solution](#)

1277.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[wiwitrifai's solution](#)

1278.

1184E3

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

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

[wiwitrifai's solution](#)

1279.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: data structures, sortings

[wiwitrifai's solution](#)

1280.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[wiwitrifai's solution](#)

1281.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, hashing

[wiwitrifai's solution](#)

1282.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: graphs, implementation

[wiwitrifai's solution](#)

1283.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[wiwitrifai's solution](#)

1284.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-30 · last AC: 2019-03-31 · GNU C++11 (first AC) · Tags: geometry

[wiwitrifai's solution](#)

1285.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[wiwitrifai's solution](#)

1286.

1109D

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

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math, trees

[wiwitrifai's solution](#)

1287.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[wiwitrifai's solution](#)

1288.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft

[wiwitrifai's solution](#)

1289.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, trees

[wiwitrifai's solution](#)

1290.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[wiwitrifai's solution](#)

1291.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs
[wiwitrifai's solution](#)

1292.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[wiwitrifai's solution](#)

1293.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs
[wiwitrifai's solution](#)

1294.

1017E

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

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · last AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, strings
[wiwitrifai's solution](#)

1295.

1007B

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

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-14 · last AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory
[wiwitrifai's solution](#)

1296.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths
[wiwitrifai's solution](#)

1297.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[wiwitrifai's solution](#)

1298.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices
[wiwitrifai's solution](#)

1299.

914E

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

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, trees
[wiwitrifai's solution](#)

1300.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: data structures, trees
[wiwitrifai's solution](#)

1301.

913E

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

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths
[wiwitrifai's solution](#)

1302.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs
[wiwitrifai's solution](#)

1303.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[wiwitrifai's solution](#)

1304.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, probabilities
[wiwitrifai's solution](#)

1305.

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees
[wiwitrifai's solution](#)

1306.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs
[wiwitrifai's solution](#)

1307.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp
[wiwitrifai's solution](#)

1308.

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp
[wiwitrifai's solution](#)

1309.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2017-08-22 · GNU C++11 (first AC) · Tags: binary search, data structures
[wiwitrifai's solution](#)

1310.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,319 global accepts · Rating: 2400 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, dp, trees
[wiwitrifai's solution](#)

1311.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing
[wiwitrifai's solution](#)

1312.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2017-05-16 · GNU C++11 (first AC) · Tags: binary search, flows, graphs
[wiwitrifai's solution](#)

1313.

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: binary search, dp
[wiwitrifai's solution](#)

1314.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[wiwitrifai's solution](#)

1315.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings
[wiwitrifai's solution](#)

1316.

782F

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

Rating: 2400 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: matrices
[wiwitrifai's solution](#)

1317.

781D

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

Rating: 2400 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices
[wiwitrifai's solution](#)

1318.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees
[wiwitrifai's solution](#)

1319.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft, math
[wiwitrifai's solution](#)

1320.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
[wiwitrifai's solution](#)

1321.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-06-28 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs,

greedy, shortest paths

[wiwitrifai's solution](#)

1322.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math

[wiwitrifai's solution](#)

1323.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[wiwitrifai's solution](#)

1324.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[wiwitrifai's solution](#)

1325.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[wiwitrifai's solution](#)

1326.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[wiwitrifai's solution](#)

1327.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[wiwitrifai's solution](#)

1328.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[wiwitrifai's solution](#)

1329.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees

[wiwitrifai's solution](#)

1330.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[wiwitrifai's solution](#)

1331.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows,

graph matchings, greedy, sortings

[wiwitrifai's solution](#)

1332.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[wiwitrifai's solution](#)

1333.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[wiwitrifai's solution](#)

1334.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[wiwitrifai's solution](#)

1335.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: games, two pointers

[wiwitrifai's solution](#)

1336.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation

[wiwitrifai's solution](#)

1337.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation

[wiwitrifai's solution](#)

1338.

1284E

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

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[wiwitrifai's solution](#)

1339.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[wiwitrifai's solution](#)

1340.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: games

[wiwitrifai's solution](#)

1341.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · last AC: 2019-07-06 · GNU C++11 (first AC) · Tags: dp

[wiwitrifai's solution](#)

1342.

1188A2

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

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[wiwitrifai's solution](#)

1343.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2019-06-30 · last AC: 2019-07-02 · GNU C++11 (first AC) · Tags: flows, graphs

[wiwitrifai's solution](#)

1344.

1187F

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

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[wiwitrifai's solution](#)

1345.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: dp, graphs, implementation

[wiwitrifai's solution](#)

1346.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: bitmasks, dp

[wiwitrifai's solution](#)

1347.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: data structures

[wiwitrifai's solution](#)

1348.

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[wiwitrifai's solution](#)

1349.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[wiwitrifai's solution](#)

1350.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[wiwitrifai's solution](#)

1351.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[wiwitrifai's solution](#)

1352.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-27 · last AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy

[wiwitrifai's solution](#)

1353.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[wiwitrifai's solution](#)

1354.

946G

[Almost Increasing Array](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2500 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: data structures, dp

[wiwitrifai's solution](#)

1355.

908E

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

Quality: 837 global accepts · Rating: 2500 · first AC: 2018-01-02 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[wiwitrifai's solution](#)

1356.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2017-10-30 · last AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dsu

[wiwitrifai's solution](#)

1357.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2017-10-30 · last AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, greedy

[wiwitrifai's solution](#)

1358.

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[wiwitrifai's solution](#)

1359.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[wiwitrifai's solution](#)

1360.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[wiwitrifai's solution](#)

1361.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: trees

[wiwitrifai's solution](#)

1362.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: combinatorics, dp

[wiwitrifai's solution](#)

1363.

799E

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

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[wiwitrifai's solution](#)

1364.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wiwitrifai's solution](#)

1365.

791E

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wiwitrifai's solution](#)

1366.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wiwitrifai's solution](#)

1367.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wiwitrifai's solution](#)

1368.

738F

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[wiwitrifai's solution](#)

1369.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[wiwitrifai's solution](#)

1370.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[wiwitrifai's solution](#)

1371.

705D

[Ant Man](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-08-08 · GNU C++11 (first AC) · Tags: dp, graphs

[wiwitrifai's solution](#)

1372.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[wiwitrifai's solution](#)

1373.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-30 · last AC: 2016-06-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[wiwitrifai's solution](#)

1374.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: data structures, greedy

[wiwitrifai's solution](#)

1375.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures

[wiwitrifai's solution](#)

1376.

501E

[Misha and Palindrome Degree](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: binary search, combinatorics, implementation

[wiwitrifai's solution](#)

1377.

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,231 global accepts · Rating: 2500 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[wiwitrifai's solution](#)

1378.

555D

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

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

[wiwitrifai's solution](#)

1379.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-06-25 · GNU C++ (first AC) · Tags: bitmasks, brute force, fft

[wiwitrifai's solution](#)

1380.

551E

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

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

[wiwitrifai's solution](#)

1381.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[wiwitrifai's solution](#)

1382.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[wiwitrifai's solution](#)

1383.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[wiwitrifai's solution](#)

1384.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[wiwitrifai's solution](#)

1385.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[wiwitrifai's solution](#)

1386.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[wiwitrifai's solution](#)

1387.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-25 · last AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[wiwitrifai's solution](#)

1388.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[wiwitrifai's solution](#)

1389.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[wiwitrifai's solution](#)

1390.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[wiwitrifai's solution](#)

1391.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[wiwitrifai's solution](#)

1392.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-13 · last AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[wiwitrifai's solution](#)

1393.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[wiwitrifai's solution](#)

1394.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[wiwitrifai's solution](#)

1395.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[wiwitrifai's solution](#)

1396.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[wiwitrifai's solution](#)

1397.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: combinatorics, dp

[wiwitrifai's solution](#)

1398.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math

[wiwitrifai's solution](#)

1399.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[wiwitrifai's solution](#)

1400.

1023F

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

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[wiwitrifai's solution](#)

1401.

919F

[A Game With Numbers](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2600 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: games, graphs, shortest paths

[wiwitrifai's solution](#)

1402.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[wiwitrifai's solution](#)

1403.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[wiwitrifai's solution](#)

1404.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[wiwitrifai's solution](#)

1405.

321E

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

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2017-09-12 · last AC: 2017-09-12 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dp

[wiwitrifai's solution](#)

1406.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2017-04-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[wiwitrifai's solution](#)

1407.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-02-13 · Python 3 (first AC) · Tags: brute force, implementation, math, number theory

[wiwitrifai's solution](#)

1408.

764E

[Timofey and remodeling](#) · [Tutorial](#)

Rating: 2600 · first AC: 2017-02-13 · Python 3 (first AC) · Tags: —

[wiwitrifai's solution](#)

1409.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[wiwitrifai's solution](#)

1410.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2016-04-13 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[wiwitrifai's solution](#)

1411.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: implementation, math

[wiwitrifai's solution](#)

1412.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[wiwitrifai's solution](#)

1413.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[wiwitrifai's solution](#)

1414.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[wiwitrifai's solution](#)

1415.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[wiwitrifai's solution](#)

1416.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: flows, math

[wiwitrifai's solution](#)

1417.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[wiwitrifai's solution](#)

1418.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[wiwitrifai's solution](#)

1419.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-18 · last AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[wiwitrifai's solution](#)

1420.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, sortings

[wiwitrifai's solution](#)

1421.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[wiwitrifai's solution](#)

1422.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games

[wiwitrifai's solution](#)

1423.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[wiwitrifai's solution](#)

1424.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-13 · last AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[wiwitrifai's solution](#)

1425.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings

[wiwitrifai's solution](#)

1426.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, geometry, graphs

[wiwitrifai's solution](#)

1427.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-26 · last AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[wiwitrifai's solution](#)

1428.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[wiwitrifai's solution](#)

1429.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[wiwitrifai's solution](#)

1430.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[wiwitrifai's solution](#)

1431.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[wiwitrifai's solution](#)

1432.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[wiwitrifai's solution](#)

1433.

1202F

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

Quality: 542 global accepts · Rating: 2700 · first AC: 2019-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[wiwitrifai's solution](#)

1434.

1194G

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

Quality: 331 global accepts · Rating: 2700 · first AC: 2019-07-15 · last AC: 2019-07-15 · GNU C++11 (first AC) · Tags: dp

[wiwitrifai's solution](#)

1435.

1184B3

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

Quality: 246 global accepts · Rating: 2700 · first AC: 2019-07-07 · last AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, shortest paths

[wiwitrifai's solution](#)

1436.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: data structures, dp, trees
[wiwitrifai's solution](#)

1437.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-16 · last AC: 2019-02-16 · GNU C++11 (first AC) · Tags: data structures, number theory
[wiwitrifai's solution](#)

1438.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, matrices
[wiwitrifai's solution](#)

1439.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[wiwitrifai's solution](#)

1440.

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy
[wiwitrifai's solution](#)

1441.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2017-12-13 · last AC: 2017-12-13 · GNU C++11 (first AC) · Tags: data structures, flows, graphs
[wiwitrifai's solution](#)

1442.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, trees
[wiwitrifai's solution](#)

1443.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-04-18 · last AC: 2017-04-18 · GNU C++11 (first AC) · Tags: combinatorics, dp
[wiwitrifai's solution](#)

1444.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: math
[wiwitrifai's solution](#)

1445.

781E

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

Rating: 2700 · first AC: 2017-03-07 · last AC: 2017-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[wiwitrifai's solution](#)

1446.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[wiwitrifai's solution](#)

1447.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2020-09-27 · last AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[wiwitrifai's solution](#)

1448.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[wiwitrifai's solution](#)

1449.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[wiwitrifai's solution](#)

1450.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[wiwitrifai's solution](#)

1451.

1383E

[Strange Operation](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · last AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[wiwitrifai's solution](#)

1452.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[wiwitrifai's solution](#)

1453.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-07-22 · last AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[wiwitrifai's solution](#)

1454.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[wiwitrifai's solution](#)

1455.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-28 · last AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[wiwitrifai's solution](#)

1456.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2019-04-24 · last AC: 2019-04-24 · GNU C++11 (first AC) · Tags: bitmasks, dp, matrices
[wiwitrifai's solution](#)

1457.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: dp
[wiwitrifai's solution](#)

1458.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[wiwitrifai's solution](#)

1459.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[wiwitrifai's solution](#)

1460.

913F

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

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: dp, graphs, math, probabilities
[wiwitrifai's solution](#)

1461.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2017-05-16 · GNU C++11 (first AC) · Tags: data structures
[wiwitrifai's solution](#)

1462.

796F

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

Quality: 204 global accepts · Rating: 2800 · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: bitmasks, data structures, greedy
[wiwitrifai's solution](#)

1463.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees
[wiwitrifai's solution](#)

1464.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2016-07-31 · GNU C++11 (first AC) · Tags: data structures
[wiwitrifai's solution](#)

1465.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: combinatorics, geometry, probabilities
[wiwitrifai's solution](#)

1466.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2015-07-19 · GNU C++11 (first AC) · Tags: bitmasks, data structures, fft
[wiwitrifai's solution](#)

1467.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: greedy

[wiwitrifai's solution](#)

1468.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2015-06-23 · GNU C++ (first AC) · Tags: data structures, string suffix structures, strings, trees

[wiwitrifai's solution](#)

1469.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[wiwitrifai's solution](#)

1470.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2900 · first AC: 2020-04-10 · last AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[wiwitrifai's solution](#)

1471.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[wiwitrifai's solution](#)

1472.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[wiwitrifai's solution](#)

1473.

889D

[Symmetric Projections](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: geometry

[wiwitrifai's solution](#)

1474.

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: geometry

[wiwitrifai's solution](#)

1475.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[wiwitrifai's solution](#)

1476.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: binary search, math

[wiwitrifai's solution](#)

1477.

1423I

[Lookup Tables](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3000 · first AC: 2020-10-05 · last AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[wiwitrifai's solution](#)

1478.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[wiwitrifai's solution](#)

1479.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: dp, implementation, trees

[wiwitrifai's solution](#)

1480.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: bitmasks, dp, matrices

[wiwitrifai's solution](#)

1481.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2017-03-19 · last AC: 2017-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[wiwitrifai's solution](#)

1482.

790D

[Bear and Rectangle Strips](#) · [Tutorial](#)

Rating: 3000 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wiwitrifai's solution](#)

1483.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[wiwitrifai's solution](#)

1484.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[wiwitrifai's solution](#)

1485.

1190E

[Tokitsukaze and Explosion](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 3100 · first AC: 2019-07-12 · last AC: 2019-07-13 · GNU C++11 (first AC) · Tags: binary search, greedy

[wiwitrifai's solution](#)

1486.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: dp

[wiwitrifai's solution](#)

1487.

1167G

[Low Budget Inception](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3100 · first AC: 2019-05-15 · last AC: 2019-05-15 · GNU C++11 (first AC) · Tags: brute force, geometry

[wiwitrifai's solution](#)

1488.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2017-04-04 · last AC: 2017-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[wiwitrifai's solution](#)

1489.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[wiwitrifai's solution](#)

1490.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1491.

102500K

[Kitesurfing](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1492.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1493.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1494.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1495.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1496.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1497.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1498.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1499.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1500.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1501.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1502.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1503.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1504.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1505.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1506.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1507.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1508.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[wiwitrifai's solution](#)

1509.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math, number theory
[wiwitrifai's solution](#)

1510.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special
[wiwitrifai's solution](#)

1511.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1512.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1513.

102028C

[Supreme Command](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1514.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1515.

102028D

[Keichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1516.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1517.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1518.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1519.

101806P

[Puyo Puyo](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1520.

101806X

[Xtreme NP-hard Problem?!](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1521.

101806T

[Touch The Sky](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1522.

101806V

[Voronoi Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1523.

101806W

[Winter Olympic Games](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1524.

101806S

[Segmentation](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1525.

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1526.

101806Z

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1527.

101982M

[Mobilization](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1528.

101982I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1529.

101982F

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1530.

101982K

[Knockout](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1531.

101982E

[Cops And Roobers](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1532.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

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1533.

101982D

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1534.

101982C

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1535.

101982B

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1536.

101982G

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1537.

101982J

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1538.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: —
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1539.

101982A

[Exam](#) · [Tutorial](#)

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1540.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: —
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1541.

101933J

[Jumbled String](#) · [Tutorial](#)

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1542.

101933I

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1543.

101933H

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1544.

101933E

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1545.

101933D

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Rating: — · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: —
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1546.

101933C

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Rating: — · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: —
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1547.

101933B

[Baby Bites](#) · [Tutorial](#)

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1548.

102059J

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Rating: — · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: —
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1549.

102059A

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Rating: — · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: —
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1550.

102059D

[Dumae](#) · [Tutorial](#)

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1551.

102059G

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1552.

102059F

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

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1553.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: —
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1554.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: —
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1555.

102059I

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Rating: — · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: —

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1556.

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: —

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1557.

101991J

[Journey to Jupiter](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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1558.

101991E

[Exciting Menus](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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1559.

101991H

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1560.

101991G

[Greatest Chicken Dish](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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1561.

101991F

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Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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1562.

101991K

[Khoshaf](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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1563.

101991A

[Awesome Shawarma](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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1564.

101991D

[Dull Chocolates](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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1565.

101991B

[Baklava Tray](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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1566.

101991L

[Looking for Taste](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —
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1567.

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —
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1568.

101991I

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1569.

101981D

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1570.

101981G

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Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —
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1571.

101981I

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Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —
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1572.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —
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1573.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —
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1574.

101853G

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1575.

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1576.

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1577.

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1578.

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1579.

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1580.

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[Dunglish](#) · [Tutorial](#)

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1581.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —
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1582.

101623B

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1583.

101964D

[Space Station](#) · [Tutorial](#)

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1584.

101964A

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
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1585.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
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1586.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
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1587.

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
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1588.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
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1589.

101964C

[Tree](#) · [Tutorial](#)

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1590.

101889M

[Marblecoin](#) · [Tutorial](#)

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1591.

101889K

[Keep it covered](#) · [Tutorial](#)

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1592.

101889D

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1593.

101889J

[Jumping frog](#) · [Tutorial](#)

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1594.

101889I

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1595.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

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1596.

101889F

[Fundraising](#) · [Tutorial](#)

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1597.

101889E

[Enigma](#) · [Tutorial](#)

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1598.

101889C

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1599.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —
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1600.

101889H

[Hard choice](#) · [Tutorial](#)

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1601.

101242E

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1602.

101239L

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1603.

101775L

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1604.

101775D

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1605.

101775J

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1606.

101775K

[Downgrade](#) · [Tutorial](#)

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1607.

101775B

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1608.

101775M

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1609.

101775A

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1610.

101635B

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1611.

101635E

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1612.

101635K

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1613.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —
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1614.

101635J

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Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —
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1615.

101635F

[Shattered Cake](#) · [Tutorial](#)

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1616.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

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1617.

101741G

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1618.

101741K

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1619.

101741C

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1620.

101741J

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1621.

101741A

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1622.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1623.

101173J

[Jazz Journey](#) · [Tutorial](#)

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1624.

101173H

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1625.

101173K

[Key Knocking](#) · [Tutorial](#)

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1626.

101173C

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1627.

101173F

[Free Figurines](#) · [Tutorial](#)

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1628.

101173A

[Appearance Analysis](#) · [Tutorial](#)

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1629.

101205K

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1630.

101205L

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1631.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1632.

101205B

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1633.

101205D

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1634.

101620G

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1635.

101620L

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1636.

101620H

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1637.

101620F

[Faulty Factorial](#) · [Tutorial](#)

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1638.

101620A

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1639.

101620J

[Justified Jungle](#) · [Tutorial](#)

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1640.

101175H

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1641.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

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1642.

101175J

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1643.

101175C

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1644.

101175K

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Rating: — · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1645.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1646.

101309B

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1647.

101309I

[Ideal Path](#) · [Tutorial](#)

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1648.

101309D

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1649.

101309E

[Evacuation Plan](#) · [Tutorial](#)

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1650.

101309F

[Factorial Simplification](#) · [Tutorial](#)

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1651.

101309A

[Alignment of Code](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1652.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-28 · last AC: 2018-03-28 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1653.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1654.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1655.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1656.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1657.

100085C

[Caption](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1658.

100085G

[GCD Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1659.

100085I

[Interactive Permutation Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1660.

100085D

[Dictionary Size](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1661.

100085K

[Kingdom Roadmap](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1662.

100085B

[Binary Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1663.

100085E

[Eve](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1664.

100085A

[ASCII Area](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1665.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-20 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

1666.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1667.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-20 · last AC: 2018-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1668.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1669.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1670.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1671.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1672.

101242M

[What Really Happened on Mars?](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-16 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

1673.

101242J

[Spin Doctor](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-16 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

1674.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

1675.

101242I

[Road Times](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

1676.

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

1677.

101471J

[Son of Pipe Stream](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-14 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

1678.

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · last AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1679.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1680.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1681.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1682.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1683.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1684.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

1685.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

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1686.

101630A

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

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1687.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1688.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
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1689.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1690.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1691.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1692.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1693.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1694.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1695.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1696.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1697.

101471B

[Get a Clue!](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1698.

101471G

[Replicate Rfplicbte](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-08 · last AC: 2018-03-08 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1699.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-08 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1700.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · last AC: 2018-03-06 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

1701.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · last AC: 2018-03-06 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

1702.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · last AC: 2018-03-06 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

1703.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · last AC: 2018-03-06 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

1704.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-02 · last AC: 2018-03-06 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1705.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · last AC: 2018-03-06 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

1706.

100513H

[Minimal Agapov Code](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1707.

100513J

[Getting Ready for VIPC](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1708.

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1709.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1710.

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1711.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-01 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1712.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1713.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-13 · last AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1714.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-13 · last AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1715.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-13 · last AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1716.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-13 · last AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1717.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1718.

100851D

[Distance on Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1719.

100851C

[Cactus Jubilee](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1720.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-13 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

1721.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-13 · last AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1722.

101615H

[Avoiding Airports](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

1723.

101615F

[Distinct Distances](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1724.

101615M

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1725.

101615I

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

Rating: — · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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1726.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1727.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1728.

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1729.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1730.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1731.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1732.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1733.

100803I

[Sweet War](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-01 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1734.

100803H

[Cornering at Poles](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-01 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1735.

101412H

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

Rating: — · first AC: 2018-02-01 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1736.

100803E

[Automotive Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1737.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1738.

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1739.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1740.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1741.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1742.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1743.

101667A

[Broadcast Stations](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1744.

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1745.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1746.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1747.

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1748.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1749.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1750.

101667H

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

Rating: — · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1751.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1752.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-14 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1753.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1754.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1755.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1756.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1757.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1758.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1759.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1760.

101471A

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

Rating: — · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1761.

101243K

[Polymorphic code](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · last AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1762.

101243I

[Land Division](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1763.

101243B

[Hanoi tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1764.

101243C

[Desktop](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

1765.

101243E

[Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1766.

101243F

[Vitamins](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

1767.

101243J

[Architect of Your Own Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1768.

101243H

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · Python 3 (first AC) · Tags: —

[wiwitrifai's solution](#)

1769.

101243G

[Sphenic numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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1770.

101243D

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1771.

101243A

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1772.

100253C

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1773.

100253J

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1774.

100253E

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Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

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1775.

100253K

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1776.

100253F

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Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —
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1777.

100253B

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1778.

100253I

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1779.

100253L

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1780.

100253H

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1781.

101532F

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1782.

101532E

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1783.

101532D

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Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —
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1784.

101532C

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1785.

101532K

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

Rating: — · first AC: 2017-11-02 · last AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —
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1786.

101532I

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1787.

101532H

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1788.

101532J

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1789.

101532G

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1790.

101532B

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1791.

101532A

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1792.

101194J

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Rating: — · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
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1793.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · last AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
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1794.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

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1795.

101194B

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1796.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · Java 8 (first AC) · Tags: —
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1797.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
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1798.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
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1799.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

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1800.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
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1801.

101194L

[Number Theory Problem](#) · [Tutorial](#)

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1802.

101572H

[Hubtown](#) · [Tutorial](#)

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1803.

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
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1804.

101572A

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1805.

101572D

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1806.

101572I

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1807.

101572K

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1808.

101572E

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1809.

101572G

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1810.

101572B

[Best Relay Team](#) · [Tutorial](#)

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1811.

101572J

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1812.

101412I

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1813.

101412B

[Stylish](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —
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1814.

101412G

[Let There Be Light](#) · [Tutorial](#)

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1815.

101412D

[Find the Outlier](#) · [Tutorial](#)

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1816.

101412C

[One-Dimensional Cellular Automaton](#) · [Tutorial](#)

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1817.

101412A

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1818.

101412F

[Never Wait for Weights](#) · [Tutorial](#)

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1819.

101521I

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1820.

101521H

[Pokemon GO](#) · [Tutorial](#)

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1821.

101521K

[Lattice Points](#) · [Tutorial](#)

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1822.

101521B

[Salt Trading](#) · [Tutorial](#)

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1823.

101521C

[Annoying Mathematics](#) · [Tutorial](#)

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1824.

101521J

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1825.

101521F

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1826.

101521L

[Textbook Game](#) · [Tutorial](#)

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1827.

101521D

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1828.

101521A

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1829.

101480C

[Cow Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · last AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —
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1830.

101480I

[Ice Igloos](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: —
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1831.

101480F

[Frightful Formula](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: —
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1832.

101480H

[Hovering Hornet](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: —
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1833.

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1834.

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1835.

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: —
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1836.

101480A

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Rating: — · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: —
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1837.

101485H

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1838.

101485B

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1839.

101485C

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1840.

101485A

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1841.

101485I

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1842.

101485J

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1843.

101485K

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1844.

101485D

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Rating: — · first AC: 2017-09-02 · last AC: 2017-09-02 · GNU C++11 (first AC) · Tags: —
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1845.

101485G

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1846.

101485E

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1847.

101498K

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1848.

101498J

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Rating: — · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —
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1849.

101498F

[Cooking Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-27 · GNU C++11 (first AC) · Tags: —
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1850.

101498G

[Super Subarray](#) · [Tutorial](#)

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1851.

101498H

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

Rating: — · first AC: 2017-08-27 · GNU C++11 (first AC) · Tags: —
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1852.

101498D

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1853.

101498I

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1854.

101498B

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1855.

101498E

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1856.

101498C

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1857.

101498A

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Rating: — · first AC: 2017-08-27 · GNU C++11 (first AC) · Tags: —
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1858.

101341J

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Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —
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1859.

101341I

[Matrix God](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1860.

101341K

[Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —
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1861.

101341H

[Perfect Ban](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —
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1862.

101341E

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Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —
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1863.

101341G

[I love Codeforces](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —
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1864.

101341M

[Last Man Standing](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1865.

101341C

[Urn with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —
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1866.

101341B

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1867.

101341D

[Jumps](#) · [Tutorial](#)

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1868.

101138G

[LCM-er](#) · [Tutorial](#)

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1869.

101343A

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Rating: — · first AC: 2017-04-07 · GNU C++11 (first AC) · Tags: —
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1870.

101343J

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Rating: — · first AC: 2017-04-07 · GNU C++11 (first AC) · Tags: —
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1871.

101343K

[Counting Time](#) · [Tutorial](#)

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1872.

101343C

[MRT Map](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-07 · GNU C++11 (first AC) · Tags: —
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1873.

101343E

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1874.

101343H

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[wiwitrifai's solution](#)

1875.

101343F

[Certifications](#) · [Tutorial](#)

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1876.

101343B

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1877.

101343D

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1878.

101343I

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1879.

101343G

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1880.

101177C

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1881.

101177G

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1882.

101177E

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1883.

101177D

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1884.

101177B

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1885.

101177J

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1886.

101177F

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1887.

101177I

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[wiwitrifai's solution](#)

1888.

101177A

[Anticlockwise Motion](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1889.

101177K

[Kiwis vs Kangaroos](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1890.

101174A

[Within Arm's Reach](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1891.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1892.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1893.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1894.

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1895.

101174K

[Balls and Needles](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1896.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1897.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1898.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1899.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1900.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1901.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1902.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1903.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1904.

101138F

[GukiZ Height](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1905.

101138I

[Prime Moving](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1906.

101138C

[Stickmen](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1907.

101138E

[Bravebear](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1908.

101138B

[Pen Pineapple Apple Pen](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1909.

101138D

[Strange Queries](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1910.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1911.

101142I

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

Rating: — · first AC: 2016-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1912.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1913.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1914.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1915.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1916.

101097F

[Meteors](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1917.

101097E

[Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1918.

101097I

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1919.

101156J

[Exclusive OR](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1920.

101156M

[Addition](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1921.

101156B

[Fill the Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · last AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1922.

101156D

[K-th sequence](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1923.

101156I

[Fleet Vulnerability](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1924.

101156K

[Seven-segment Display](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1925.

101156N

[Cut Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1926.

101156C

[Gary](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1927.

101156G

[Non-Attacking Queens](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1928.

101156L

[Super 2048](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1929.

101156E

[Longest Increasing Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1930.

101147F

[Bishops Alliance](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1931.

101147I

[On the way to the park](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1932.

101147B

[Street](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1933.

101147J

[Whistle's New Car](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1934.

101147A

[The game of Osho](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1935.

101147G

[The Galactic Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1936.

101147H

[Commandos](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1937.

101147E

[Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1938.

101147D

[Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1939.

101149D

[Behind the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1940.

101149L

[Right Build](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

1941.

101149K

[Revenge of the Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1942.

101149F

[The Weakest Sith](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1943.

101149M

[Ex Machina](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1944.

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1945.

101149J

[Panoramic Photography](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

1946.

101149G

[Of Zorcs and Axes](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1947.

101149E

[The Best among Equals](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

1948.

101149C

[Mathematical Field of Experiments](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1949.

101149I

[It's the Police](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1950.

101149H

[Streets of Working Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[wiwitrifai's solution](#)

1951.

101149A

[Balls in Urn](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1952.

101150K2

[Fair Warning \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1953.

101150L2

[Theme Park \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1954.

101150L1

[Theme Park \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1955.

101150K1

[Fair Warning \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1956.

101150F

[Atomic Car Race](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1957.

101150J

[Snapper Chain](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1958.

101150A

[Sum of Consecutive Prime Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1959.

101104L

[Sightseeing](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1960.

101104K

[Lucky Light](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1961.

101104G

[Decompression](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1962.

101104I

[Make it Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1963.

101104D

[Digital Friends](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1964.

101095K

[Key Task](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1965.

101095R

[Reaux! Sham! Beaux!](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1966.

101095Z

[Dance Around The Clock](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1967.

101095Y

[Get to Work](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1968.

101095X

[Investing at the Market](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1969.

101086K

[Betrayed](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1970.

101086D

[Secure but True](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1971.

101086C

[Everything](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1972.

101086J

[Smooth Developer](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1973.

101086M

[ACPC Headquarters : AASTMT \(Stairway to Heaven\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1974.

101086F

[Hey JUDgE](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1975.

101086G

[Paradise City](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1976.

101086A

[My Friend of Misery](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1977.

101086L

[Chance](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1978.

101086H

[Another Square in the Floor](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1979.

101090A

[HHPaint](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1980.

101090B

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · Python 3 (first AC) · Tags: —
[wiwitrifai's solution](#)

1981.

101090K

[Parquet](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1982.

101090L

[Closing the Loop](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1983.

101090H

[The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)

1984.

101090J

[Selection](#) · [Tutorial](#)Rating: — · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)**1985.**

101090G

[Pair](#) · [Tutorial](#)Rating: — · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)**1986.**

101078G

[Snooker](#) · [Tutorial](#)Rating: — · first AC: 2016-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)**1987.**

101078J

[Wrong Answer](#) · [Tutorial](#)Rating: — · first AC: 2016-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)**1988.**

101078I

[Keylogger](#) · [Tutorial](#)Rating: — · first AC: 2016-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)**1989.**

101078D

[Collatz](#) · [Tutorial](#)Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)**1990.**

101078C

[The Twin Tower](#) · [Tutorial](#)Rating: — · first AC: 2016-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[wiwitrifai's solution](#)**1991.**

101078L

[01](#) · [Tutorial](#)Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)**1992.**

101078A

[Gene Shuffle](#) · [Tutorial](#)Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)**1993.**

100971I

[Deadline](#) · [Tutorial](#)Rating: — · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)**1994.**

100971A

[Treasure Island](#) · [Tutorial](#)Rating: — · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1995.

100971H

[Pavel's Party](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1996.

100971J

[Robots at Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1997.

100971D

[Laying Cables](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1998.

100971K

[Palindromization](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

1999.

100971L

[Chess Match](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2000.

100971F

[Two Points](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-25 · last AC: 2016-06-25 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2001.

100971M

[Decomposition into Good Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2002.

100971G

[Repair](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2003.

100971C

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2004.

100971B

[Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2005.

100975H

[Sieve Coding](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-18 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2006.

100975J

[Sea Battle](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-18 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2007.

100975F

[Simple Calculations](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-18 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2008.

100975D

[Strange Things](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-18 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2009.

100975A

[Black-White Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-18 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2010.

100975E

[A+B=C](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-18 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2011.

100819L

[Millionaire](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2012.

100819V

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2013.

100819N

[Egg Drop](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2014.

100819S

[Surf](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2015.

100819U

[Blur](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2016.

100819O

[Grid](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2017.

100819T

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2018.

100819M

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2019.

100819P

[Complexity](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2020.

100819Q

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2021.

100819R

[Class Time](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2022.

100952J

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

Rating: — · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2023.

100947I

[What a Mess](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2024.

100947J

[Killing everything](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2025.

100947H

[Phobia](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2026.

100947K

[Jpeg](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2027.

100947G

[Square Spiral Search](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2028.

100947B

[8 Queens, Again!!](#) · Tutorial

Rating: — · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2029.

100947E

[Qwerty78 Trip](#) · Tutorial

Rating: — · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2030.

100947D

[The Three Kings of Asgard](#) · Tutorial

Rating: — · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2031.

100947F

[black-white](#) · Tutorial

Rating: — · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2032.

100947C

[Rotate It !!](#) · Tutorial

Rating: — · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2033.

100947A

[Traffic Lights](#) · Tutorial

Rating: — · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2034.

100883H

[tourists](#) · Tutorial

Rating: — · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2035.

100883A

[Random Fightings](#) · Tutorial

Rating: — · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2036.

100883I

[Teleportia](#) · Tutorial

Rating: — · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2037.

100883E

[xortion](#) · Tutorial

Rating: — · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2038.

100883D

[Card Game](#) · Tutorial

Rating: — · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2039.

100883C

[Too Many Coins](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2040.

100883J

[palprime](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2041.

100883G

[Count Mix Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2042.

100883F

[Print Mix Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2043.

100883B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2044.

100739I

[Red and yellow](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2045.

100739D

[Board](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2046.

100739A

[Queries](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2047.

100739C

[Broken robot](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2048.

100739F

[What were those numbers?](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2049.

100739B

[Yet another vector problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2050.

100739L

[Many recursions](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2051.

100753E

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

Rating: — · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2052.

100753B

[Bounty Hunter II](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2053.

100753I

[Milling machines](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2054.

100753G

[Extreme Sort](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2055.

100753K

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

Rating: — · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2056.

100753H

[Legacy Code](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2057.

100735A

[Strong parentheses sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-08 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2058.

100735C

[Power](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-08 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2059.

100735H

[Words from cubes](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-08 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2060.

100735G

[LCS Revised](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-08 · last AC: 2015-09-08 · Java 8 (first AC) · Tags: —
[wiwitrifai's solution](#)

2061.

100735E

[Restore](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-08 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2062.

100735I

[Yet another A + B](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-08 · Java 8 (first AC) · Tags: —
[wiwitrifai's solution](#)

2063.

100735D

[Triangle Formation](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-08 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2064.

100735B

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

Rating: — · first AC: 2015-09-08 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2065.

100738C

[Rating Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-02 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2066.

100738F

[Sequence of words](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2067.

100738E

[Pretty Buses](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2068.

100738L

[Plantations](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2069.

100738A

[Fitting boxes](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2070.

100738D

[Degree Sequence Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2071.

100738K

[New GPU](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2072.

100738B

[Board with lights and switches](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

2073.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: data structures, graphs, trees

[wiwitrifai's solution](#)

2074.

100499E

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-29 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

2075.

100694F

[The Berland Championship](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-24 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

2076.

100694L

[Hanoi Towers and the Progress](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-24 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

2077.

100694K

[Team Rating](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-24 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

2078.

100694A

[Did he drop any good loot?](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-24 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

2079.

100694J

[Ticket Booking](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-24 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

2080.

100694I

[Goat in the Field](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-24 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

2081.

100694B

[Far Manager](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-24 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

2082.

100694G

[The Lost Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-24 · last AC: 2015-07-24 · GNU C++11 (first AC) · Tags: —

[wiwitrifai's solution](#)

2083.

100694M

[The Fifth Season](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-24 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2084.

100694H

[Noisy Lecture](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-24 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2085.

100694E

[SuperHyperMarket](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-24 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2086.

100712L

[Alternating Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2087.

100712D

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

Rating: — · first AC: 2015-07-23 · last AC: 2015-07-23 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2088.

100712I

[Bahosain and Digits](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2089.

100712H

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2090.

100712F

[Travelling Salesman](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2091.

100712B

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

Rating: — · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2092.

100712C

[Street Lamps](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2093.

100712G

[Heavy Coins](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2094.

100712K

[Runtime Error](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2095.

100712J

[Candy](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2096.

100712E

[Epic Professor](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2097.

100712A

[Who Is The Winner](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: —
[wiwitrifai's solution](#)

2098.

100502H

[Clock Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-08 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

2099.

100502K

[Train Passengers](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-08 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

2100.

100502E

[Opening Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-08 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

2101.

100502D

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-08 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

2102.

100526G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

2103.

100514A

[Bank](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

2104.

100514K

[Crap](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

2105.

100514N

[tirnaeumPt](#) · [Tutorial](#)Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)**2106.**

100514C

[Pgkpxumgs](#) · [Tutorial](#)Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)**2107.**

100514B

[:-P](#) · [Tutorial](#)Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)**2108.**

100514H

[Peace of AmericaReunion](#) · [Tutorial](#)Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)**2109.**

100514J

[Common](#) · [Tutorial](#)Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)**2110.**

100514I

[Peace of AmericanPie](#) · [Tutorial](#)Rating: — · first AC: 2014-11-01 · last AC: 2014-11-01 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)**2111.**

100514M

[oPlus](#) · [Tutorial](#)Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)**2112.**

100514O

[Ox](#) · [Tutorial](#)Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)**2113.**

100514Q

[Peace of bzjd](#) · [Tutorial](#)Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)**2114.**

100514R

[6227020800](#) · [Tutorial](#)Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)**2115.**

100523C

[Will It Stop?](#) · [Tutorial](#)Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

2116.

100506D

[Dice Password Security](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

2117.

100506A

[Average distance](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

2118.

100499I

[Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

2119.

100499J

[Healthy Recipes](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

2120.

100499B

[K smallest numbers](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

2121.

100499A

[Cool number](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

2122.

100499D

[Pairwise Coprime Set](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

2123.

100499G

[Visual Illusion](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

2124.

100448A

[Learning to Add](#) · [Tutorial](#)

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

2125.

100497K

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

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

2126.

100497G

[Sum of One-sequence](#) · [Tutorial](#)

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

2127.

100497B

[Palindrome](#) · [Tutorial](#)

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

2128.

100497A

[Dance Floor](#) · [Tutorial](#)

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

2129.

100497H

[Pascal](#) · [Tutorial](#)

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

2130.

100488M

[Construct a Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

2131.

100488E

[Just Change a Word](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

2132.

100488D

[Toy Soldiers](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

2133.

100488G

[Change-making Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)

2134.

100488F

[Two Envelopes](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: —
[wiwitrifai's solution](#)