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Unique solved — xoxo

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

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

Filters: none

Count: 1,585

1.

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[xoxo's solution](#)

2.

1413A

[Finding Sasuke](#) · [Tutorial](#)

Quality: 15,292 global accepts · Rating: 800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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3.

1305A

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

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

[xoxo's solution](#)

4.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[xoxo's solution](#)

5.

1284A

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

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

[xoxo's solution](#)

6.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[xoxo's solution](#)

7.

1220A

[Cards](#) · [Tutorial](#)

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

[xoxo's solution](#)

8.

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[xoxo's solution](#)

9.

1194A

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

Quality: 17,377 global accepts · Rating: 800 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[xoxo's solution](#)

10.

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[xoxo's solution](#)

11.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[xoxo's solution](#)

12.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,651 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[xoxo's solution](#)

13.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[xoxo's solution](#)

14.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[xoxo's solution](#)

15.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[xoxo's solution](#)

16.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[xoxo's solution](#)

17.

1102A

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

Quality: 26,617 global accepts · Rating: 800 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[xoxo's solution](#)

18.

1097A

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

Quality: 43,814 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[xoxo's solution](#)

19.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,279 global accepts · Rating: 800 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[xoxo's solution](#)

20.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[xoxo's solution](#)

21.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[xoxo's solution](#)

22.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[xoxo's solution](#)

23.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,098 global accepts · Rating: 800 · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[xoxo's solution](#)

24.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,846 global accepts · Rating: 800 · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[xoxo's solution](#)

25.

1030A

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

Quality: 171,502 global accepts · Rating: 800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[xoxo's solution](#)

26.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[xoxo's solution](#)

27.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[xoxo's solution](#)

28.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[xoxo's solution](#)

29.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[xoxo's solution](#)

30.

977A

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

Quality: 217,546 global accepts · Rating: 800 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xoxo's solution](#)

31.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,239 global accepts · Rating: 800 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[xoxo's solution](#)

32.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,712 global accepts · Rating: 800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[xoxo's solution](#)

33.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

34.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[xoxo's solution](#)

35.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[xoxo's solution](#)

36.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,243 global accepts · Rating: 800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[xoxo's solution](#)

37.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,095 global accepts · Rating: 800 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

38.

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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39.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,384 global accepts · Rating: 800 · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[xoxo's solution](#)

40.

855A

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

Quality: 27,352 global accepts · Rating: 800 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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41.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,620 global accepts · Rating: 800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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42.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,091 global accepts · Rating: 800 · first AC: 2017-08-03 · PyPy 3 (first AC) · Tags: implementation

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- 43.**
835A
[Key races](#) · [Tutorial](#)
Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math
[xoxo's solution](#)
- 44.**
832A
[Sasha and Sticks](#) · [Tutorial](#)
Quality: 22,149 global accepts · Rating: 800 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[xoxo's solution](#)
- 45.**
822A
[I'm bored with life](#) · [Tutorial](#)
Quality: 36,814 global accepts · Rating: 800 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[xoxo's solution](#)
- 46.**
831B
[Keyboard Layouts](#) · [Tutorial](#)
Quality: 15,649 global accepts · Rating: 800 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[xoxo's solution](#)
- 47.**
818A
[Diplomas and Certificates](#) · [Tutorial](#)
Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[xoxo's solution](#)
- 48.**
811A
[Vladik and Courtesy](#) · [Tutorial](#)
Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[xoxo's solution](#)
- 49.**
794A
[Bank Robbery](#) · [Tutorial](#)
Quality: 7,777 global accepts · Rating: 800 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: brute force, implementation
[xoxo's solution](#)
- 50.**
703A
[Mishka and Game](#) · [Tutorial](#)
Quality: 66,599 global accepts · Rating: 800 · first AC: 2017-05-09 · GNU C++11 (first AC) · Tags: implementation
[xoxo's solution](#)
- 51.**
796A
[Buying A House](#) · [Tutorial](#)
Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation
[xoxo's solution](#)
- 52.**
746A
[Compote](#) · [Tutorial](#)
Quality: 23,844 global accepts · Rating: 800 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[xoxo's solution](#)
- 53.**
791A
[Bear and Big Brother](#) · [Tutorial](#)
Quality: 257,318 global accepts · Rating: 800 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xoxo's solution](#)

54.

785A

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

Quality: 110,985 global accepts · Rating: 800 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[xoxo's solution](#)

55.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 800 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[xoxo's solution](#)

56.

769A

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

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, sortings
[xoxo's solution](#)

57.

780A

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

Quality: 22,789 global accepts · Rating: 800 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xoxo's solution](#)

58.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2017-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[xoxo's solution](#)

59.

620A

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

Quality: 14,348 global accepts · Rating: 800 · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[xoxo's solution](#)

60.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,106 global accepts · Rating: 800 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
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61.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,033 global accepts · Rating: 800 · first AC: 2017-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[xoxo's solution](#)

62.

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,645 global accepts · Rating: 800 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[xoxo's solution](#)

63.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,317 global accepts · Rating: 800 · first AC: 2017-01-19 · Python 3 (first AC) · Tags: implementation, math
[xoxo's solution](#)

64.

755A

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

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65.

750A

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

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[xoxo's solution](#)

66.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

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67.

748A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Quality: 9,347 global accepts · Rating: 800 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[xoxo's solution](#)

68.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,102 global accepts · Rating: 800 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[xoxo's solution](#)

69.

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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70.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,937 global accepts · Rating: 800 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[xoxo's solution](#)

71.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,584 global accepts · Rating: 800 · first AC: 2016-11-15 · Python 3 (first AC) · Tags: implementation, strings

[xoxo's solution](#)

72.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,849 global accepts · Rating: 800 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[xoxo's solution](#)

73.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,737 global accepts · Rating: 800 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[xoxo's solution](#)

74.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

75.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[xoxo's solution](#)

76.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,219 global accepts · Rating: 800 · first AC: 2016-08-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xoxo's solution](#)

77.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: brute force, implementation
[xoxo's solution](#)

78.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,850 global accepts · Rating: 800 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers
[xoxo's solution](#)

79.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,131 global accepts · Rating: 800 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: implementation
[xoxo's solution](#)

80.

378A

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

Quality: 25,937 global accepts · Rating: 800 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: brute force
[xoxo's solution](#)

81.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: implementation
[xoxo's solution](#)

82.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,797 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: implementation
[xoxo's solution](#)

83.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: implementation
[xoxo's solution](#)

84.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,821 global accepts · Rating: 800 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[xoxo's solution](#)

85.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: greedy, implementation
[xoxo's solution](#)

86.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,807 global accepts · Rating: 800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: implementation
[xoxo's solution](#)

87.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,425 global accepts · Rating: 800 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[xoxo's solution](#)

88.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: implementation
[xoxo's solution](#)

89.

678A

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

Quality: 15,170 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math
[xoxo's solution](#)

90.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 800 · first AC: 2016-06-08 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation
[xoxo's solution](#)

91.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,687 global accepts · Rating: 800 · first AC: 2016-06-01 · PyPy 3 (first AC) · Tags: implementation
[xoxo's solution](#)

92.

676A

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

Quality: 14,703 global accepts · Rating: 800 · first AC: 2016-05-25 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation
[xoxo's solution](#)

93.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,679 global accepts · Rating: 800 · first AC: 2016-05-11 · Python 3 (first AC) · Tags: implementation
[xoxo's solution](#)

94.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 800 · first AC: 2016-05-07 · Python 3 (first AC) · Tags: implementation
[xoxo's solution](#)

95.

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2016-04-24 · Python 3 (first AC) · Tags: math
[xoxo's solution](#)

96.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,163 global accepts · Rating: 800 · first AC: 2016-04-19 · Python 3 (first AC) · Tags: math
[xoxo's solution](#)

97.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 800 · first AC: 2016-04-19 · Python 3 (first AC) · Tags: math, number theory

[xoxo's solution](#)

98.

658A

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

Quality: 7,697 global accepts · Rating: 800 · first AC: 2016-03-29 · Python 3 (first AC) · Tags: implementation

[xoxo's solution](#)

99.

100944B

[B to C and 8 D BCä;](#)

Rating: 800 · first AC: 2016-03-25 · Python 3 (first AC) · Tags: —

[xoxo's solution](#)

100.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,807 global accepts · Rating: 800 · first AC: 2016-01-29 · Python 3 (first AC) · Tags: implementation

[xoxo's solution](#)

101.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 800 · first AC: 2015-12-23 · Python 3 (first AC) · Tags: greedy, implementation, sortings

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102.

71A

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

Quality: 503,407 global accepts · Rating: 800 · first AC: 2015-10-31 · Python 3 (first AC) · Tags: strings

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103.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,259 global accepts · Rating: 800 · first AC: 2015-10-29 · Python 3 (first AC) · Tags: implementation

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104.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,956 global accepts · Rating: 800 · first AC: 2015-10-26 · Python 3 (first AC) · Tags: implementation

[xoxo's solution](#)

105.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,236 global accepts · Rating: 800 · first AC: 2015-10-26 · Python 3 (first AC) · Tags: implementation

[xoxo's solution](#)

106.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,119 global accepts · Rating: 800 · first AC: 2015-10-26 · Python 3 (first AC) · Tags: brute force, implementation, strings

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107.

344A

[Magnets](#) · [Tutorial](#)

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[xoxo's solution](#)

108.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,099 global accepts · Rating: 800 · first AC: 2015-10-25 · Python 3 (first AC) · Tags: implementation

[xoxo's solution](#)

109.

546A

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

Quality: 235,269 global accepts · Rating: 800 · first AC: 2015-05-30 · last AC: 2015-06-05 · Python 3 (first AC) · Tags: brute force, implementation, math

[xoxo's solution](#)

110.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[xoxo's solution](#)

111.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[xoxo's solution](#)

112.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[xoxo's solution](#)

113.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[xoxo's solution](#)

114.

1106C

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

Quality: 15,917 global accepts · Rating: 900 · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[xoxo's solution](#)

115.

1107A

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

Quality: 12,774 global accepts · Rating: 900 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[xoxo's solution](#)

116.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[xoxo's solution](#)

117.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

118.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,449 global accepts · Rating: 900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[xoxo's solution](#)

119.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[xoxo's solution](#)

120.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[xoxo's solution](#)

121.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[xoxo's solution](#)

122.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[xoxo's solution](#)

123.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,799 global accepts · Rating: 900 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[xoxo's solution](#)

124.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[xoxo's solution](#)

125.

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,575 global accepts · Rating: 900 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xoxo's solution](#)

126.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 900 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xoxo's solution](#)

127.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 900 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[xoxo's solution](#)

128.

916A

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

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[xoxo's solution](#)

129.

913A

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

Quality: 24,181 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[xoxo's solution](#)

130.

903A

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

Quality: 15,518 global accepts · Rating: 900 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[xoxo's solution](#)

131.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

132.

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

[xoxo's solution](#)

133.

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

[xoxo's solution](#)

134.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[xoxo's solution](#)

135.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

136.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

137.

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

138.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[xoxo's solution](#)

139.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 900 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[xoxo's solution](#)

140.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

141.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,249 global accepts · Rating: 900 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: implementation, sortings

[xoxo's solution](#)

142.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,019 global accepts · Rating: 900 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: implementation, math

[xoxo's solution](#)

143.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,220 global accepts · Rating: 900 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[xoxo's solution](#)

144.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,892 global accepts · Rating: 900 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[xoxo's solution](#)

145.

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,642 global accepts · Rating: 900 · first AC: 2017-02-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[xoxo's solution](#)

146.

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

[xoxo's solution](#)

147.

768A

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

Quality: 30,845 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[xoxo's solution](#)

148.

616A

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

Quality: 10,833 global accepts · Rating: 900 · first AC: 2017-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[xoxo's solution](#)

149.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,960 global accepts · Rating: 900 · first AC: 2016-04-20 · last AC: 2017-02-02 · Python 3 (first AC) · Tags: implementation

[xoxo's solution](#)

150.

764B

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

Quality: 12,678 global accepts · Rating: 900 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[xoxo's solution](#)

151.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[xoxo's solution](#)

152.

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

[xoxo's solution](#)

153.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,973 global accepts · Rating: 900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: implementation

[xoxo's solution](#)

154.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,466 global accepts · Rating: 900 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: implementation

[xoxo's solution](#)

155.

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: greedy, implementation

[xoxo's solution](#)

156.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,345 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[xoxo's solution](#)

157.

697A

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

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: implementation, math

[xoxo's solution](#)

158.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2016-04-26 · Python 3 (first AC) · Tags: greedy

[xoxo's solution](#)

159.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,850 global accepts · Rating: 900 · first AC: 2016-04-18 · Python 3 (first AC) · Tags: brute force, geometry

[xoxo's solution](#)

160.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,081 global accepts · Rating: 900 · first AC: 2016-04-17 · Python 3 (first AC) · Tags: strings

[xoxo's solution](#)

161.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,028 global accepts · Rating: 900 · first AC: 2015-12-23 · Python 3 (first AC) · Tags: implementation

[xoxo's solution](#)

162.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,223 global accepts · Rating: 900 · first AC: 2015-11-28 · Python 3 (first AC) · Tags: math

[xoxo's solution](#)

163.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,139 global accepts · Rating: 900 · first AC: 2015-11-26 · Python 3 (first AC) · Tags: math

[xoxo's solution](#)

164.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,720 global accepts · Rating: 900 · first AC: 2015-10-28 · Python 3 (first AC) · Tags: implementation

[xoxo's solution](#)

165.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,827 global accepts · Rating: 1000 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[xoxo's solution](#)

166.

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[xoxo's solution](#)

167.

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

[xoxo's solution](#)

168.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1000 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[xoxo's solution](#)

169.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[xoxo's solution](#)

170.

1155A

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

Quality: 25,983 global accepts · Rating: 1000 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[xoxo's solution](#)

171.

1151A

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

Quality: 11,859 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[xoxo's solution](#)

172.

1136B

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

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[xoxo's solution](#)

173.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[xoxo's solution](#)

174.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[xoxo's solution](#)

175.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[xoxo's solution](#)

176.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math
[xoxo's solution](#)

177.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[xoxo's solution](#)

178.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[xoxo's solution](#)

179.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xoxo's solution](#)

180.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
[xoxo's solution](#)

181.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2018-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[xoxo's solution](#)

182.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: math
[xoxo's solution](#)

183.

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[xoxo's solution](#)

184.

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[xoxo's solution](#)

185.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[xoxo's solution](#)

186.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

187.

862A

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

Quality: 10,706 global accepts · Rating: 1000 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[xoxo's solution](#)

188.

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

[xoxo's solution](#)

189.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

190.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

191.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[xoxo's solution](#)

192.

893B

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

Quality: 12,666 global accepts · Rating: 1000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[xoxo's solution](#)

193.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[xoxo's solution](#)

194.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

195.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[xoxo's solution](#)

196.

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[xoxo's solution](#)

197.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1000 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

198.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,710 global accepts · Rating: 1000 · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[xoxo's solution](#)

199.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms

[xoxo's solution](#)

200.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,762 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms

[xoxo's solution](#)

201.

798A

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

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[xoxo's solution](#)

202.

733A

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2017-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

203.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[xoxo's solution](#)

204.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,358 global accepts · Rating: 1000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[xoxo's solution](#)

205.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,550 global accepts · Rating: 1000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[xoxo's solution](#)

206.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2017-02-04 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[xoxo's solution](#)

207.

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

208.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[xoxo's solution](#)

209.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[xoxo's solution](#)

210.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1000 · first AC: 2016-04-19 · last AC: 2017-01-27 · Python 3 (first AC) · Tags: sortings

[xoxo's solution](#)

211.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

212.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

213.

753A

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

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[xoxo's solution](#)

214.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,995 global accepts · Rating: 1000 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[xoxo's solution](#)

215.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

216.

732B

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

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[xoxo's solution](#)

217.

727A

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

Quality: 18,028 global accepts · Rating: 1000 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math

[xoxo's solution](#)

218.

389A

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

Quality: 14,978 global accepts · Rating: 1000 · first AC: 2016-09-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[xoxo's solution](#)

219.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,275 global accepts · Rating: 1000 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: implementation

[xoxo's solution](#)

220.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1000 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[xoxo's solution](#)

221.

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1000 · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: implementation

[xoxo's solution](#)

222.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[xoxo's solution](#)

223.

357A

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

Quality: 7,684 global accepts · Rating: 1000 · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[xoxo's solution](#)

224.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,867 global accepts · Rating: 1000 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: implementation

[xoxo's solution](#)

225.

691A

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

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation

[xoxo's solution](#)

226.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,536 global accepts · Rating: 1000 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[xoxo's solution](#)

227.

688B

[Lovely Palindromes](#) · [Tutorial](#)

Quality: 36,025 global accepts · Rating: 1000 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[xoxo's solution](#)

228.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[xoxo's solution](#)

229.

672B

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

Quality: 18,534 global accepts · Rating: 1000 · first AC: 2016-05-11 · Python 3 (first AC) · Tags: constructive algorithms, implementation, strings

[xoxo's solution](#)

230.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-05 · Python 3 (first AC) · Tags: implementation

[xoxo's solution](#)

231.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-04-27 · Python 3 (first AC) · Tags: *special, constructive algorithms

[xoxo's solution](#)

232.

669B

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

Rating: 1000 · first AC: 2016-04-24 · Python 3 (first AC) · Tags: —

[xoxo's solution](#)

233.

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-04-18 · Python 3 (first AC) · Tags: *special, constructive algorithms, implementation

[xoxo's solution](#)

234.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,849 global accepts · Rating: 1000 · first AC: 2016-04-17 · Python 3 (first AC) · Tags: implementation, strings

[xoxo's solution](#)

235.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2016-04-16 · Python 3 (first AC) · Tags: implementation

[xoxo's solution](#)

236.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,833 global accepts · Rating: 1000 · first AC: 2016-04-16 · Python 3 (first AC) · Tags: implementation, math

[xoxo's solution](#)

237.

100950A

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

Rating: 1000 · first AC: 2016-03-26 · Python 3 (first AC) · Tags: —

[xoxo's solution](#)

238.

608A

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

Quality: 9,919 global accepts · Rating: 1000 · first AC: 2015-12-24 · Python 3 (first AC) · Tags: implementation, math

[xoxo's solution](#)

239.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,993 global accepts · Rating: 1000 · first AC: 2015-11-03 · Python 3 (first AC) · Tags: implementation, strings

[xoxo's solution](#)

240.

584A

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

Quality: 52,620 global accepts · Rating: 1000 · first AC: 2015-10-25 · Python 3 (first AC) · Tags: math

[xoxo's solution](#)

241.

1413B

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Quality: 12,014 global accepts · Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[xoxo's solution](#)

242.

120C

[Winnie-the-Pooh and honey](#) · [Tutorial](#)

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[xoxo's solution](#)

243.

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[xoxo's solution](#)

244.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[xoxo's solution](#)

245.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[xoxo's solution](#)

246.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[xoxo's solution](#)

247.

1112A

[Technogoblet of Fire](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[xoxo's solution](#)

248.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[xoxo's solution](#)

249.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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250.

1070K

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Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

251.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,695 global accepts · Rating: 1100 · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[xoxo's solution](#)

252.

1033B

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Quality: 11,959 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[xoxo's solution](#)

253.

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[xoxo's solution](#)

254.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,081 global accepts · Rating: 1100 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[xoxo's solution](#)

255.

1030B

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

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[xoxo's solution](#)

256.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[xoxo's solution](#)

257.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,887 global accepts · Rating: 1100 · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[xoxo's solution](#)

258.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-07-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[xoxo's solution](#)

259.

946B

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

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[xoxo's solution](#)

260.

938B

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

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[xoxo's solution](#)

261.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp,

implementation, number theory

[xoxo's solution](#)

262.

911A

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Quality: 12,310 global accepts · Rating: 1100 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

263.

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[xoxo's solution](#)

264.

869A

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

Quality: 9,797 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[xoxo's solution](#)

265.

869B

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

Quality: 15,558 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[xoxo's solution](#)

266.

858A

[k-rounding](#) · [Tutorial](#)

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

[xoxo's solution](#)

267.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[xoxo's solution](#)

268.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,189 global accepts · Rating: 1100 · first AC: 2017-08-26 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[xoxo's solution](#)

269.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[xoxo's solution](#)

270.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[xoxo's solution](#)

271.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[xoxo's solution](#)

272.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

273.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,454 global accepts · Rating: 1100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, implementation

[xoxo's solution](#)

274.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,674 global accepts · Rating: 1100 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: brute force

[xoxo's solution](#)

275.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,892 global accepts · Rating: 1100 · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[xoxo's solution](#)

276.

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

[xoxo's solution](#)

277.

785B

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

Quality: 10,635 global accepts · Rating: 1100 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[xoxo's solution](#)

278.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2017-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[xoxo's solution](#)

279.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 1100 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[xoxo's solution](#)

280.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,693 global accepts · Rating: 1100 · first AC: 2017-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[xoxo's solution](#)

281.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[xoxo's solution](#)

282.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[xoxo's solution](#)

283.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures,

games, greedy, sortings, strings

[xoxo's solution](#)

284.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[xoxo's solution](#)

285.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings, strings

[xoxo's solution](#)

286.

735B

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Quality: 8,744 global accepts · Rating: 1100 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, sortings

[xoxo's solution](#)

287.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

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288.

527A

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

Quality: 15,554 global accepts · Rating: 1100 · first AC: 2016-10-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[xoxo's solution](#)

289.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,857 global accepts · Rating: 1100 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings

[xoxo's solution](#)

290.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,394 global accepts · Rating: 1100 · first AC: 2016-09-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

291.

714A

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

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[xoxo's solution](#)

292.

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[xoxo's solution](#)

293.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2016-09-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[xoxo's solution](#)

294.

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: greedy, implementation
[xoxo's solution](#)

295.

381B

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

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[xoxo's solution](#)

296.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: games, math
[xoxo's solution](#)

297.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,029 global accepts · Rating: 1100 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: graphs, math, shortest paths
[xoxo's solution](#)

298.

368B

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

Quality: 49,909 global accepts · Rating: 1100 · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: data structures, dp
[xoxo's solution](#)

299.

365B

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

Quality: 15,371 global accepts · Rating: 1100 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: implementation
[xoxo's solution](#)

300.

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,979 global accepts · Rating: 1100 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: implementation
[xoxo's solution](#)

301.

362B

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

Quality: 14,733 global accepts · Rating: 1100 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: implementation, sortings
[xoxo's solution](#)

302.

706B

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

Quality: 84,489 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation
[xoxo's solution](#)

303.

618B

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

Quality: 8,326 global accepts · Rating: 1100 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms
[xoxo's solution](#)

304.

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: greedy, implementation
[xoxo's solution](#)

305.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,839 global accepts · Rating: 1100 · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[xoxo's solution](#)

306.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: greedy, sortings
[xoxo's solution](#)

307.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,731 global accepts · Rating: 1100 · first AC: 2016-06-26 · GNU C++11 (first AC) · Tags: greedy, implementation
[xoxo's solution](#)

308.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[xoxo's solution](#)

309.

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
[xoxo's solution](#)

310.

682A

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

Quality: 23,995 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[xoxo's solution](#)

311.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-17 · PyPy 3 (first AC) · Tags: math
[xoxo's solution](#)

312.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2016-04-29 · Python 3 (first AC) · Tags: geometry, math
[xoxo's solution](#)

313.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,098 global accepts · Rating: 1100 · first AC: 2016-04-20 · Python 3 (first AC) · Tags: brute force, dp
[xoxo's solution](#)

314.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-03-27 · Python 3 (first AC) · Tags: dp, greedy, implementation, math
[xoxo's solution](#)

315.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2015-12-23 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[xoxo's solution](#)

316.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,679 global accepts · Rating: 1200 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[xoxo's solution](#)

317.

1305B

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

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

[xoxo's solution](#)

318.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[xoxo's solution](#)

319.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[xoxo's solution](#)

320.

1184A1

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

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[xoxo's solution](#)

321.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[xoxo's solution](#)

322.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,353 global accepts · Rating: 1200 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[xoxo's solution](#)

323.

1149A

[Prefix Sum Primes](#) · [Tutorial](#)

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[xoxo's solution](#)

324.

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[xoxo's solution](#)

325.

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[xoxo's solution](#)

326.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,851 global accepts · Rating: 1200 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[xoxo's solution](#)

327.

1100C

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

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

328.

1102C

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Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: games
[xoxo's solution](#)

329.

1097B

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Quality: 35,965 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[xoxo's solution](#)

330.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1200 · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[xoxo's solution](#)

331.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,153 global accepts · Rating: 1200 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation
[xoxo's solution](#)

332.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[xoxo's solution](#)

333.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[xoxo's solution](#)

334.

1023A

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

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[xoxo's solution](#)

335.

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[xoxo's solution](#)

336.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[xoxo's solution](#)

337.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[xoxo's solution](#)

338.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2018-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[xoxo's solution](#)

339.

645B

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

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2018-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[xoxo's solution](#)

340.

1017B

[The Bits](#) · [Tutorial](#)

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

341.

483C

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

Rating: 1200 · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[xoxo's solution](#)

342.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[xoxo's solution](#)

343.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xoxo's solution](#)

344.

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[xoxo's solution](#)

345.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[xoxo's solution](#)

346.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xoxo's solution](#)

347.

944A

[World Cup](#) · [Tutorial](#)

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

348.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xoxo's solution](#)

349.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,466 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[xoxo's solution](#)

350.

908B

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

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

351.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,809 global accepts · Rating: 1200 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
[xoxo's solution](#)

352.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,640 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[xoxo's solution](#)

353.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers
[xoxo's solution](#)

354.

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xoxo's solution](#)

355.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,823 global accepts · Rating: 1200 · first AC: 2017-06-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[xoxo's solution](#)

356.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[xoxo's solution](#)

357.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: geometry, math
[xoxo's solution](#)

358.

803B

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

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms
[xoxo's solution](#)

359.

774C

[Maximum Number](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1200 · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, greedy, implementation

[xoxo's solution](#)

360.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2017-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[xoxo's solution](#)

361.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1200 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[xoxo's solution](#)

362.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,867 global accepts · Rating: 1200 · first AC: 2017-03-12 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[xoxo's solution](#)

363.

769B

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

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-05 · last AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, two pointers

[xoxo's solution](#)

364.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[xoxo's solution](#)

365.

776B

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

Quality: 25,734 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[xoxo's solution](#)

366.

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

[xoxo's solution](#)

367.

632A

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

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2017-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[xoxo's solution](#)

368.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,298 global accepts · Rating: 1200 · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[xoxo's solution](#)

369.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,376 global accepts · Rating: 1200 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[xoxo's solution](#)

370.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,934 global accepts · Rating: 1200 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[xoxo's solution](#)

371.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[xoxo's solution](#)

372.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1200 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[xoxo's solution](#)

373.

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[xoxo's solution](#)

374.

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

[xoxo's solution](#)

375.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[xoxo's solution](#)

376.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-17 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[xoxo's solution](#)

377.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,961 global accepts · Rating: 1200 · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[xoxo's solution](#)

378.

714B

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[xoxo's solution](#)

379.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2016-09-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[xoxo's solution](#)

380.

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2016-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[xoxo's solution](#)

381.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[xoxo's solution](#)

382.

709C

[Letters Cyclic Shift](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, strings

[xoxo's solution](#)

383.

366B

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

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[xoxo's solution](#)

384.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[xoxo's solution](#)

385.

701B

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

Quality: 12,550 global accepts · Rating: 1200 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: data structures, math

[xoxo's solution](#)

386.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2016-07-04 · GNU C++11 (first AC) · Tags: implementation, math

[xoxo's solution](#)

387.

350A

[TL](#) · [Tutorial](#)

Quality: 17,531 global accepts · Rating: 1200 · first AC: 2016-06-27 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[xoxo's solution](#)

388.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: sortings

[xoxo's solution](#)

389.

625B

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

Quality: 11,453 global accepts · Rating: 1200 · first AC: 2016-02-09 · Python 3 (first AC) · Tags: constructive algorithms, greedy, strings

[xoxo's solution](#)

390.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[xoxo's solution](#)

391.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,788 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[xoxo's solution](#)

392.

1220B

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

Quality: 12,137 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[xoxo's solution](#)

393.

1220C

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

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings
[xoxo's solution](#)

394.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[xoxo's solution](#)

395.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[xoxo's solution](#)

396.

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[xoxo's solution](#)

397.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[xoxo's solution](#)

398.

1155C

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

Quality: 9,772 global accepts · Rating: 1300 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[xoxo's solution](#)

399.

1119B

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

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings
[xoxo's solution](#)

400.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[xoxo's solution](#)

401.

1100B

[Build a Contest](#) · [Tutorial](#)

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

402.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[xoxo's solution](#)

403.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[xoxo's solution](#)

404.

1055B

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

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

405.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[xoxo's solution](#)

406.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[xoxo's solution](#)

407.

633B

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

Quality: 7,239 global accepts · Rating: 1300 · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[xoxo's solution](#)

408.

899C

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

Quality: 9,046 global accepts · Rating: 1300 · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math
[xoxo's solution](#)

409.

1030C

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

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[xoxo's solution](#)

410.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[xoxo's solution](#)

411.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[xoxo's solution](#)

412.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[xoxo's solution](#)

413.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[xoxo's solution](#)

414.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[xoxo's solution](#)

415.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 1300 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[xoxo's solution](#)

416.

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[xoxo's solution](#)

417.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[xoxo's solution](#)

418.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[xoxo's solution](#)

419.

862B

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

Quality: 25,658 global accepts · Rating: 1300 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[xoxo's solution](#)

420.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2018-05-30 · last AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[xoxo's solution](#)

421.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[xoxo's solution](#)

422.

962B

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

Quality: 8,035 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

implementation

[xoxo's solution](#)

423.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

424.

953A

[2-3-numbers](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[xoxo's solution](#)

425.

932B

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

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[xoxo's solution](#)

426.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[xoxo's solution](#)

427.

919C

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

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[xoxo's solution](#)

428.

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2018-01-06 · last AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[xoxo's solution](#)

429.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,551 global accepts · Rating: 1300 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[xoxo's solution](#)

430.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1300 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[xoxo's solution](#)

431.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[xoxo's solution](#)

432.

883F

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

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

[xoxo's solution](#)

433.

840A

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

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

[xoxo's solution](#)

434.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

435.

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[xoxo's solution](#)

436.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[xoxo's solution](#)

437.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1300 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[xoxo's solution](#)

438.

808B

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

Quality: 14,882 global accepts · Rating: 1300 · first AC: 2017-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[xoxo's solution](#)

439.

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[xoxo's solution](#)

440.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: brute force, dp, strings

[xoxo's solution](#)

441.

796B

[Find The Bone](#) · [Tutorial](#)

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

[xoxo's solution](#)

442.

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

[xoxo's solution](#)

443.

598B

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

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[xoxo's solution](#)

444.

673B

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

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[xoxo's solution](#)

445.

770B

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

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

[xoxo's solution](#)

446.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2017-02-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

447.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[xoxo's solution](#)

448.

628C

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

Quality: 6,523 global accepts · Rating: 1300 · first AC: 2017-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[xoxo's solution](#)

449.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,060 global accepts · Rating: 1300 · first AC: 2017-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xoxo's solution](#)

450.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[xoxo's solution](#)

451.

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

[xoxo's solution](#)

452.

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[xoxo's solution](#)

453.

716B

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

Quality: 13,005 global accepts · Rating: 1300 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[xoxo's solution](#)

454.

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: implementation, sortings

[xoxo's solution](#)

455.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: graphs

[xoxo's solution](#)

456.

371B

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

Quality: 12,536 global accepts · Rating: 1300 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: math, number theory

[xoxo's solution](#)

457.

370B

[Berland Bingo](#) · [Tutorial](#)

Quality: 2,686 global accepts · Rating: 1300 · first AC: 2016-08-16 · Python 3 (first AC) · Tags: implementation

[xoxo's solution](#)

458.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: implementation, sortings

[xoxo's solution](#)

459.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: brute force

[xoxo's solution](#)

460.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,001 global accepts · Rating: 1300 · first AC: 2016-05-05 · Python 3 (first AC) · Tags: implementation, sortings

[xoxo's solution](#)

461.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,246 global accepts · Rating: 1300 · first AC: 2016-04-25 · Python 3 (first AC) · Tags: dp, greedy, strings

[xoxo's solution](#)

462.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1300 · first AC: 2015-10-29 · Python 3 (first AC) · Tags: implementation, strings

[xoxo's solution](#)

463.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[xoxo's solution](#)

464.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,259 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[xoxo's solution](#)

465.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[xoxo's solution](#)

466.

1184B1

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

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[xoxo's solution](#)

467.

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[xoxo's solution](#)

468.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[xoxo's solution](#)

469.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[xoxo's solution](#)

470.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[xoxo's solution](#)

471.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,599 global accepts · Rating: 1400 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[xoxo's solution](#)

472.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[xoxo's solution](#)

473.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[xoxo's solution](#)

474.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[xoxo's solution](#)

475.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[xoxo's solution](#)

476.

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

[xoxo's solution](#)

477.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[xoxo's solution](#)

478.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[xoxo's solution](#)

479.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[xoxo's solution](#)

480.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,335 global accepts · Rating: 1400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[xoxo's solution](#)

481.

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

[xoxo's solution](#)

482.

680C

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

Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[xoxo's solution](#)

483.

843A

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

Quality: 5,960 global accepts · Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[xoxo's solution](#)

484.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,403 global accepts · Rating: 1400 · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[xoxo's solution](#)

485.

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

[xoxo's solution](#)

486.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,178 global accepts · Rating: 1400 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: data structures, implementation

[xoxo's solution](#)

487.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2017-05-09 · GNU C++11 (first AC) · Tags: implementation, math
[xoxo's solution](#)

488.

805D

[Minimum number of steps](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-05-08 · GNU C++11 (first AC) · Tags: combinatorics
[xoxo's solution](#)

489.

803A

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

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms
[xoxo's solution](#)

490.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[xoxo's solution](#)

491.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, sortings
[xoxo's solution](#)

492.

637C

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

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2017-03-12 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, constructive algorithms, implementation
[xoxo's solution](#)

493.

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-12 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[xoxo's solution](#)

494.

632B

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

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2017-01-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[xoxo's solution](#)

495.

652A

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

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[xoxo's solution](#)

496.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers
[xoxo's solution](#)

497.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,809 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[xoxo's solution](#)

498.

279B

[Books](#) · [Tutorial](#)

Quality: 72,464 global accepts · Rating: 1400 · first AC: 2017-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[xoxo's solution](#)

499.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,428 global accepts · Rating: 1400 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[xoxo's solution](#)

500.

748C

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

Quality: 4,856 global accepts · Rating: 1400 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[xoxo's solution](#)

501.

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

502.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[xoxo's solution](#)

503.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1400 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[xoxo's solution](#)

504.

719B

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

Quality: 8,819 global accepts · Rating: 1400 · first AC: 2016-09-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[xoxo's solution](#)

505.

714C

[Sonya and Queries](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[xoxo's solution](#)

506.

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

[xoxo's solution](#)

507.

379C

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

Quality: 7,049 global accepts · Rating: 1400 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: greedy, sortings

[xoxo's solution](#)

508.

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

[xoxo's solution](#)

509.

369B

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[xoxo's solution](#)

510.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,708 global accepts · Rating: 1400 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[xoxo's solution](#)

511.

357B

[Flag Day](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1400 · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[xoxo's solution](#)

512.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,958 global accepts · Rating: 1400 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: dp

[xoxo's solution](#)

513.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: implementation

[xoxo's solution](#)

514.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-07-17 · PyPy 3 (first AC) · Tags: brute force, implementation, math, strings

[xoxo's solution](#)

515.

689A

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

Quality: 5,490 global accepts · Rating: 1400 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[xoxo's solution](#)

516.

675B

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

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2016-05-16 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, math

[xoxo's solution](#)

517.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2016-05-05 · Python 3 (first AC) · Tags: binary search, brute force, implementation

[xoxo's solution](#)

518.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2016-04-26 · Python 3 (first AC) · Tags: brute force

[xoxo's solution](#)

519.

100950B

[BOB and C€](#)

Rating: 1400 · first AC: 2016-03-27 · Python 3 (first AC) · Tags: —

[xoxo's solution](#)

520.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,594 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[xoxo's solution](#)

521.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,168 global accepts · Rating: 1500 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[xoxo's solution](#)

522.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[xoxo's solution](#)

523.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[xoxo's solution](#)

524.

1242A

[Tile Painting](#) · [Tutorial](#)

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

[xoxo's solution](#)

525.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[xoxo's solution](#)

526.

1179A

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

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[xoxo's solution](#)

527.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[xoxo's solution](#)

528.

1166C

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

Quality: 11,037 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[xoxo's solution](#)

529.

1158A

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

Quality: 8,340 global accepts · Rating: 1500 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[xoxo's solution](#)

530.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[xoxo's solution](#)

531.

1136C

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

Quality: 8,029 global accepts · Rating: 1500 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[xoxo's solution](#)

532.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[xoxo's solution](#)

533.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[xoxo's solution](#)

534.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,665 global accepts · Rating: 1500 · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[xoxo's solution](#)

535.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[xoxo's solution](#)

536.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[xoxo's solution](#)

537.

1101E

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

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[xoxo's solution](#)

538.

1101C

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

Quality: 12,041 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[xoxo's solution](#)

539.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[xoxo's solution](#)

540.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[xoxo's solution](#)

541.

1089G

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Quality: 3,228 global accepts · Rating: 1500 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: math

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542.

1070F

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Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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543.

1070H

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Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[xoxo's solution](#)

544.

901A

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Quality: 5,377 global accepts · Rating: 1500 · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[xoxo's solution](#)

545.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[xoxo's solution](#)

546.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[xoxo's solution](#)

547.

997A

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Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[xoxo's solution](#)

548.

887C

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Quality: 2,976 global accepts · Rating: 1500 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[xoxo's solution](#)

549.

982C

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550.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[xoxo's solution](#)

551.

977E

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Quality: 25,624 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

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552.

976C

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Quality: 10,644 global accepts · Rating: 1500 · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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553.

960B

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Quality: 12,398 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[xoxo's solution](#)

554.

944C

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

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

[xoxo's solution](#)

555.

908C

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Quality: 7,204 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

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556.

812C

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Quality: 17,500 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[xoxo's solution](#)

557.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,285 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[xoxo's solution](#)

558.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,930 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[xoxo's solution](#)

559.

883E

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

[xoxo's solution](#)

560.

873B

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Quality: 9,111 global accepts · Rating: 1500 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

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561.

868C

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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

[xoxo's solution](#)

562.

855B

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Quality: 9,946 global accepts · Rating: 1500 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[xoxo's solution](#)

563.

863B

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Quality: 10,938 global accepts · Rating: 1500 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[xoxo's solution](#)

564.

858C

[Did you mean...](#) · [Tutorial](#)

Quality: 5,885 global accepts · Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[xoxo's solution](#)

565.

858B

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Quality: 4,106 global accepts · Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[xoxo's solution](#)

566.

859C

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Quality: 6,077 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[xoxo's solution](#)

567.

846A

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Quality: 4,686 global accepts · Rating: 1500 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[xoxo's solution](#)

568.

845C

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Quality: 13,741 global accepts · Rating: 1500 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[xoxo's solution](#)

569.

839C

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[xoxo's solution](#)

570.

837C

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Quality: 4,563 global accepts · Rating: 1500 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[xoxo's solution](#)

571.

825D

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Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation
[xoxo's solution](#)

572.

817B

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Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings
[xoxo's solution](#)

573.

810C

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

Rating: 1500 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[xoxo's solution](#)

574.

673C

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Rating: 1500 · first AC: 2017-05-12 · GNU C++11 (first AC) · Tags: —
[xoxo's solution](#)

575.

702C

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Quality: 22,902 global accepts · Rating: 1500 · first AC: 2017-05-09 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers
[xoxo's solution](#)

576.

746D

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Quality: 5,367 global accepts · Rating: 1500 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
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577.

771A

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Quality: 17,734 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[xoxo's solution](#)

578.

791C

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

Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[xoxo's solution](#)

579.

770C

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Quality: 2,936 global accepts · Rating: 1500 · first AC: 2017-03-12 · last AC: 2017-03-12 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, implementation
[xoxo's solution](#)

580.

620C

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Quality: 7,874 global accepts · Rating: 1500 · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[xoxo's solution](#)

581.

761C

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Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[xoxo's solution](#)

582.

702B

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Quality: 13,634 global accepts · Rating: 1500 · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math

[xoxo's solution](#)

583.

760B

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[xoxo's solution](#)

584.

748B

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Quality: 5,559 global accepts · Rating: 1500 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[xoxo's solution](#)

585.

745C

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Rating: 1500 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[xoxo's solution](#)

586.

743C

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Quality: 13,404 global accepts · Rating: 1500 · first AC: 2016-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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587.

742B

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Quality: 10,061 global accepts · Rating: 1500 · first AC: 2016-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[xoxo's solution](#)

588.

527B

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Quality: 4,072 global accepts · Rating: 1500 · first AC: 2016-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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589.

724B

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Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[xoxo's solution](#)

590.

342B

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[xoxo's solution](#)

591.

384B

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Quality: 3,804 global accepts · Rating: 1500 · first AC: 2016-08-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[xoxo's solution](#)

592.

709B

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Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
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593.

710C

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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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594.

707C

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Quality: 13,482 global accepts · Rating: 1500 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: math, number theory
[xoxo's solution](#)

595.

368C

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Rating: 1500 · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: brute force, implementation
[xoxo's solution](#)

596.

362A

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Quality: 2,805 global accepts · Rating: 1500 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: greedy, math
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597.

357C

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

Rating: 1500 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: data structures
[xoxo's solution](#)

598.

701C

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Quality: 19,802 global accepts · Rating: 1500 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers
[xoxo's solution](#)

599.

688C

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Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[xoxo's solution](#)

600.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1500 · first AC: 2016-05-14 · PyPy 3 (first AC) · Tags: binary search, implementation
[xoxo's solution](#)

601.

1482C

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Quality: 10,028 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
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602.

1217B

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Quality: 11,857 global accepts · Rating: 1600 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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603.

250C

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Quality: 2,230 global accepts · Rating: 1600 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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604.

607A

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[xoxo's solution](#)

605.

1234D

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606.

606B

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Quality: 2,833 global accepts · Rating: 1600 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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607.

1305C

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Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

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608.

1290A

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Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[xoxo's solution](#)

609.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[xoxo's solution](#)

610.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

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611.

1198A

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Quality: 10,136 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

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612.

1198B

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Quality: 9,990 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

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613.

1184D1

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Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

614.

1184C1

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

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[xoxo's solution](#)

615.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees

[xoxo's solution](#)

616.

237C

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

Quality: 6,650 global accepts · Rating: 1600 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory, two pointers

[xoxo's solution](#)

617.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[xoxo's solution](#)

618.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[xoxo's solution](#)

619.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[xoxo's solution](#)

620.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[xoxo's solution](#)

621.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[xoxo's solution](#)

622.

1112B

[System Testing](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[xoxo's solution](#)

623.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[xoxo's solution](#)

624.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[xoxo's solution](#)

625.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[xoxo's solution](#)

626.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[xoxo's solution](#)

627.

524A

[A\\$>Cf=C&C&CÔ>, C\\$K Ct=C 5D\\$5 DÔBC,,E C'NCD5C“ö](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[xoxo's solution](#)

628.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[xoxo's solution](#)

629.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[xoxo's solution](#)

630.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[xoxo's solution](#)

631.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[xoxo's solution](#)

632.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[xoxo's solution](#)

633.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[xoxo's solution](#)

634.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[xoxo's solution](#)

635.

1029C

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

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[xoxo's solution](#)

636.

1025C

[Plasticine zebra](#) · [Tutorial](#)

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

[xoxo's solution](#)

637.

1025B

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

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

[xoxo's solution](#)

638.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2018-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[xoxo's solution](#)

639.

605A

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

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[xoxo's solution](#)

640.

603A

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

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[xoxo's solution](#)

641.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[xoxo's solution](#)

642.

1003D

[Coins and Queries](#) · [Tutorial](#)

Quality: 8,563 global accepts · Rating: 1600 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[xoxo's solution](#)

643.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[xoxo's solution](#)

644.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[xoxo's solution](#)

645.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[xoxo's solution](#)

646.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[xoxo's solution](#)

647.

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

[xoxo's solution](#)

648.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[xoxo's solution](#)

649.

948C

[Producing Snow](#) · [Tutorial](#)

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

[xoxo's solution](#)

650.

944D

[Game with String](#) · [Tutorial](#)

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

[xoxo's solution](#)

651.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[xoxo's solution](#)

652.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,926 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[xoxo's solution](#)

653.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[xoxo's solution](#)

654.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[xoxo's solution](#)

655.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[xoxo's solution](#)

656.

913C

[Party Lemonade](#) · [Tutorial](#)

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

657.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[xoxo's solution](#)

658.

858D

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

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[xoxo's solution](#)

659.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[xoxo's solution](#)

660.

849C

[From Y to Y](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[xoxo's solution](#)

661.

845B

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

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[xoxo's solution](#)

662.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[xoxo's solution](#)

663.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,397 global accepts · Rating: 1600 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[xoxo's solution](#)

664.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[xoxo's solution](#)

665.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[xoxo's solution](#)

666.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[xoxo's solution](#)

667.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[xoxo's solution](#)

668.

825C

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

Quality: 4,887 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[xoxo's solution](#)

669.

831E

[Cards Sorting](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[xoxo's solution](#)

670.

817C

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

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[xoxo's solution](#)

671.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[xoxo's solution](#)

672.

793B

[Igor and his way to work](#) · [Tutorial](#)

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

[xoxo's solution](#)

673.

689B

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

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2017-04-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[xoxo's solution](#)

674.

705C

[Thor](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-04-12 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[xoxo's solution](#)

675.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,084 global accepts · Rating: 1600 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[xoxo's solution](#)

676.

782B

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

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, ternary search

[xoxo's solution](#)

677.

780C

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

Quality: 10,018 global accepts · Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[xoxo's solution](#)

678.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 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

[xoxo's solution](#)

679.

764C

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

Rating: 1600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[xoxo's solution](#)

680.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2017-01-27 · last AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[xoxo's solution](#)

681.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[xoxo's solution](#)

682.

616D

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

Quality: 12,381 global accepts · Rating: 1600 · first AC: 2017-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[xoxo's solution](#)

683.

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

[xoxo's solution](#)

684.

742D

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

Rating: 1600 · first AC: 2016-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[xoxo's solution](#)

685.

735C

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

Quality: 7,966 global accepts · Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[xoxo's solution](#)

686.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,750 global accepts · Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[xoxo's solution](#)

687.

734C

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

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-15 · PyPy 3 (first AC) · Tags: binary search, dp, greedy, two pointers

[xoxo's solution](#)

688.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[xoxo's solution](#)

689.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,506 global accepts · Rating: 1600 · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
[xoxo's solution](#)

690.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,217 global accepts · Rating: 1600 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[xoxo's solution](#)

691.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[xoxo's solution](#)

692.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: dfs and similar
[xoxo's solution](#)

693.

373C

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

Rating: 1600 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers
[xoxo's solution](#)

694.

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2016-08-19 · PyPy 3 (first AC) · Tags: binary search, implementation, math
[xoxo's solution](#)

695.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,368 global accepts · Rating: 1600 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: dp, strings
[xoxo's solution](#)

696.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,518 global accepts · Rating: 1600 · first AC: 2016-08-18 · PyPy 3 (first AC) · Tags: binary search, brute force
[xoxo's solution](#)

697.

369C

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

Quality: 12,035 global accepts · Rating: 1600 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[xoxo's solution](#)

698.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,210 global accepts · Rating: 1600 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: implementation, strings
[xoxo's solution](#)

699.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2016-06-27 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[xoxo's solution](#)

700.

349C

[Mafia](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-06-26 · GNU C++11 (first AC) · Tags: implementation
[xoxo's solution](#)

701.

678B

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

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation
[xoxo's solution](#)

702.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[xoxo's solution](#)

703.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2015-11-26 · Python 3 (first AC) · Tags: math
[xoxo's solution](#)

704.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[xoxo's solution](#)

705.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math
[xoxo's solution](#)

706.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings
[xoxo's solution](#)

707.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs
[xoxo's solution](#)

708.

360A

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

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[xoxo's solution](#)

709.

385C

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

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[xoxo's solution](#)

710.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[xoxo's solution](#)

711.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[xoxo's solution](#)

712.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[xoxo's solution](#)

713.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[xoxo's solution](#)

714.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[xoxo's solution](#)

715.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[xoxo's solution](#)

716.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[xoxo's solution](#)

717.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[xoxo's solution](#)

718.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[xoxo's solution](#)

719.

1129A1

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

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[xoxo's solution](#)

720.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[xoxo's solution](#)

721.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,014 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[xoxo's solution](#)

722.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[xoxo's solution](#)

723.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation, math

[xoxo's solution](#)

724.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[xoxo's solution](#)

725.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings

[xoxo's solution](#)

726.

1091D

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

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[xoxo's solution](#)

727.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees

[xoxo's solution](#)

728.

524B

[BD>D\\$> CÔC CÔCÄÖD\\$tr 2 \(round version\)](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[xoxo's solution](#)

729.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,331 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[xoxo's solution](#)

730.

1089E

[Easy Chess](#) · [Tutorial](#)

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

[xoxo's solution](#)

731.

585B

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

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[xoxo's solution](#)

732.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1700 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[xoxo's solution](#)

733.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[xoxo's solution](#)

734.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[xoxo's solution](#)

735.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[xoxo's solution](#)

736.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[xoxo's solution](#)

737.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[xoxo's solution](#)

738.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math

[xoxo's solution](#)

739.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[xoxo's solution](#)

740.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[xoxo's solution](#)

741.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[xoxo's solution](#)

742.

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

[xoxo's solution](#)

743.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[xoxo's solution](#)

744.

977F

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

Quality: 25,138 global accepts · Rating: 1700 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xoxo's solution](#)

745.

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

[xoxo's solution](#)

746.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[xoxo's solution](#)

747.

948B

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[xoxo's solution](#)

748.

944B

[Laboratory Work](#) · [Tutorial](#)

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

[xoxo's solution](#)

749.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[xoxo's solution](#)

750.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

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751.

917B

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752.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
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753.

897C

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Rating: 1700 · first AC: 2017-12-31 · last AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math
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754.

900C

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Quality: 5,007 global accepts · Rating: 1700 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math
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755.

852G

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Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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756.

834C

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Rating: 1700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math
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757.

831C

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Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
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758.

828C

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Rating: 1700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings
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759.

818D

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Quality: 3,785 global accepts · Rating: 1700 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[xoxo's solution](#)

760.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[xoxo's solution](#)

761.

807C

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, math
[xoxo's solution](#)

762.

691D

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

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[xoxo's solution](#)

763.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[xoxo's solution](#)

764.

689C

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Quality: 6,174 global accepts · Rating: 1700 · first AC: 2017-04-13 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math

[xoxo's solution](#)

765.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2017-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[xoxo's solution](#)

766.

769D

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

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[xoxo's solution](#)

767.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings

[xoxo's solution](#)

768.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[xoxo's solution](#)

769.

622C

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Quality: 7,524 global accepts · Rating: 1700 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[xoxo's solution](#)

770.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[xoxo's solution](#)

771.

632C

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

Quality: 10,437 global accepts · Rating: 1700 · first AC: 2017-01-29 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[xoxo's solution](#)

772.

760C

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

Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[xoxo's solution](#)

773.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

774.

740C

[Alyona and mex](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[xoxo's solution](#)

775.

729C

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Quality: 4,182 global accepts · Rating: 1700 · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[xoxo's solution](#)

776.

382C

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Quality: 8,733 global accepts · Rating: 1700 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: implementation, sortings

[xoxo's solution](#)

777.

711C

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Quality: 9,346 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp

[xoxo's solution](#)

778.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[xoxo's solution](#)

779.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2016-06-26 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[xoxo's solution](#)

780.

610C

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Quality: 2,963 global accepts · Rating: 1800 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[xoxo's solution](#)

781.

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[xoxo's solution](#)

782.

432C

[Prime Swaps](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[xoxo's solution](#)

783.

336C

[Vasily the Bear and Sequence](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1800 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, number theory

[xoxo's solution](#)

784.

442B

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

Quality: 6,113 global accepts · Rating: 1800 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities
[xoxo's solution](#)

785.

48C

[The Race](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: math
[xoxo's solution](#)

786.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[xoxo's solution](#)

787.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle
[xoxo's solution](#)

788.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[xoxo's solution](#)

789.

1154E

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Quality: 6,951 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
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790.

1299B

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Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[xoxo's solution](#)

791.

1290B

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Quality: 7,166 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers
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792.

1254B1

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[xoxo's solution](#)

793.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[xoxo's solution](#)

794.

67B

[Restoration of the Permutation](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 1800 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[xoxo's solution](#)

795.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, implementation

[xoxo's solution](#)

796.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[xoxo's solution](#)

797.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[xoxo's solution](#)

798.

1186C

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Quality: 6,547 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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799.

1179B

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800.

120H

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Quality: 1,591 global accepts · Rating: 1800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[xoxo's solution](#)

801.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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802.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[xoxo's solution](#)

803.

1151C

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Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[xoxo's solution](#)

804.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[xoxo's solution](#)

805.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[xoxo's solution](#)

806.

161D

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Quality: 19,186 global accepts · Rating: 1800 · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[xoxo's solution](#)

807.

1136D

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

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[xoxo's solution](#)

808.

1109B

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

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings
[xoxo's solution](#)

809.

533E

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Quality: 2,433 global accepts · Rating: 1800 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers
[xoxo's solution](#)

810.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory
[xoxo's solution](#)

811.

1081D

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Quality: 4,649 global accepts · Rating: 1800 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings
[xoxo's solution](#)

812.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers
[xoxo's solution](#)

813.

1067B

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Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[xoxo's solution](#)

814.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,262 global accepts · Rating: 1800 · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[xoxo's solution](#)

815.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[xoxo's solution](#)

816.

1030D

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

Quality: 6,256 global accepts · Rating: 1800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

[xoxo's solution](#)

817.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[xoxo's solution](#)

818.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[xoxo's solution](#)

819.

645D

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

Quality: 3,343 global accepts · Rating: 1800 · first AC: 2018-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs

[xoxo's solution](#)

820.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[xoxo's solution](#)

821.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math

[xoxo's solution](#)

822.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[xoxo's solution](#)

823.

483B

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

Quality: 4,354 global accepts · Rating: 1800 · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[xoxo's solution](#)

824.

483D

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

Rating: 1800 · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[xoxo's solution](#)

825.

671A

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

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry, greedy, implementation

[xoxo's solution](#)

826.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xoxo's solution](#)

827.

986B

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Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[xoxo's solution](#)

828.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xoxo's solution](#)

829.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[xoxo's solution](#)

830.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[xoxo's solution](#)

831.

948D

[Perfect Security](#) · [Tutorial](#)

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

[xoxo's solution](#)

832.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[xoxo's solution](#)

833.

933A

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

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xoxo's solution](#)

834.

918C

[The Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, math

[xoxo's solution](#)

835.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[xoxo's solution](#)

836.

913D

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

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

[xoxo's solution](#)

837.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xoxo's solution](#)

838.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1800 · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[xoxo's solution](#)

839.

883K

[Road Widening](#) · [Tutorial](#)

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

[xoxo's solution](#)

840.

883H

[Palindromic Cut](#) · [Tutorial](#)

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

[xoxo's solution](#)

841.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[xoxo's solution](#)

842.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[xoxo's solution](#)

843.

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[xoxo's solution](#)

844.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[xoxo's solution](#)

845.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[xoxo's solution](#)

846.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[xoxo's solution](#)

847.

831D

[Office Keys](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy

[xoxo's solution](#)

848.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[xoxo's solution](#)

849.

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

[xoxo's solution](#)

850.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2017-05-09 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[xoxo's solution](#)

851.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2017-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[xoxo's solution](#)

852.

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: binary search, math

[xoxo's solution](#)

853.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[xoxo's solution](#)

854.

747D

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613A

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1190D

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938.

237E

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1161C

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1103B

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533B

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899E

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951.

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997B

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Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[xoxo's solution](#)

956.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2000 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

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957.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,044 global accepts · Rating: 2000 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[xoxo's solution](#)

958.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,725 global accepts · Rating: 2000 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[xoxo's solution](#)

959.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[xoxo's solution](#)

960.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 2000 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry

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961.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths
[xoxo's solution](#)

962.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory
[xoxo's solution](#)

963.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
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964.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[xoxo's solution](#)

965.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
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966.

886D

[Restoration of string](#) · [Tutorial](#)

Quality: 1,955 global accepts · Rating: 2000 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
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967.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,499 global accepts · Rating: 2000 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
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968.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2000 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings
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969.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees
[xoxo's solution](#)

970.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,485 global accepts · Rating: 2000 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[xoxo's solution](#)

971.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,583 global accepts · Rating: 2000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities
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972.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,220 global accepts · Rating: 2000 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[xoxo's solution](#)

973.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,929 global accepts · Rating: 2000 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs
[xoxo's solution](#)

974.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees
[xoxo's solution](#)

975.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[xoxo's solution](#)

976.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2017-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
[xoxo's solution](#)

977.

807D

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-05-08 · GNU C++11 (first AC) · Tags: brute force, greedy
[xoxo's solution](#)

978.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: brute force, data structures, dp
[xoxo's solution](#)

979.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,001 global accepts · Rating: 2000 · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory
[xoxo's solution](#)

980.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2017-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[xoxo's solution](#)

981.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[xoxo's solution](#)

982.

380C

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

Quality: 19,784 global accepts · Rating: 2000 · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules
[xoxo's solution](#)

983.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[xoxo's solution](#)

984.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2000 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp
[xoxo's solution](#)

985.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp
[xoxo's solution](#)

986.

374A

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

Quality: 3,094 global accepts · Rating: 2000 · first AC: 2016-08-21 · GNU C++11 (first AC) · Tags: greedy, implementation
[xoxo's solution](#)

987.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp
[xoxo's solution](#)

988.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy
[xoxo's solution](#)

989.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings
[xoxo's solution](#)

990.

1254B2

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

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[xoxo's solution](#)

991.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees
[xoxo's solution](#)

992.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[xoxo's solution](#)

993.

1184A2

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

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[xoxo's solution](#)

994.

1184E2

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

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[xoxo's solution](#)

995.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[xoxo's solution](#)

996.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,286 global accepts · Rating: 2100 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[xoxo's solution](#)

997.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2019-06-28 · last AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[xoxo's solution](#)

998.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[xoxo's solution](#)

999.

217B

[Blackboard Fibonacci](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[xoxo's solution](#)

1000.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[xoxo's solution](#)

1001.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[xoxo's solution](#)

1002.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[xoxo's solution](#)

1003.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[xoxo's solution](#)

1004.

1112D

[Compress String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: strings

[xoxo's solution](#)

1005.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,219 global accepts · Rating: 2100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[xoxo's solution](#)

1006.

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, strings

[xoxo's solution](#)

1007.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[xoxo's solution](#)

1008.

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[xoxo's solution](#)

1009.

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[xoxo's solution](#)

1010.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[xoxo's solution](#)

1011.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2100 · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[xoxo's solution](#)

1012.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[xoxo's solution](#)**1013.**

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[xoxo's solution](#)**1014.**

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[xoxo's solution](#)**1015.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,892 global accepts · Rating: 2100 · first AC: 2018-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[xoxo's solution](#)**1016.**

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[xoxo's solution](#)**1017.**

862E

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

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[xoxo's solution](#)**1018.**

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-09 · last AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[xoxo's solution](#)**1019.**

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[xoxo's solution](#)**1020.**

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[xoxo's solution](#)**1021.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[xoxo's solution](#)

1022.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings
[xoxo's solution](#)

1023.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[xoxo's solution](#)

1024.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 2100 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths
[xoxo's solution](#)

1025.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 2100 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees
[xoxo's solution](#)

1026.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,238 global accepts · Rating: 2100 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[xoxo's solution](#)

1027.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs
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1028.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive
[xoxo's solution](#)

1029.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
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1030.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math
[xoxo's solution](#)

1031.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2100 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings
[xoxo's solution](#)

1032.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[xoxo's solution](#)

1033.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[xoxo's solution](#)

1034.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-12 · GNU C++11 (first AC) · Tags: brute force, dp, meet-in-the-middle

[xoxo's solution](#)

1035.

703D

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

Quality: 4,065 global accepts · Rating: 2100 · first AC: 2017-05-10 · GNU C++11 (first AC) · Tags: data structures

[xoxo's solution](#)

1036.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2017-04-14 · GNU C++11 (first AC) · Tags: binary search, data structures

[xoxo's solution](#)

1037.

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2100 · first AC: 2017-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[xoxo's solution](#)

1038.

782E

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[xoxo's solution](#)

1039.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2017-01-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[xoxo's solution](#)

1040.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2017-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[xoxo's solution](#)

1041.

754D

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

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[xoxo's solution](#)

1042.

748D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2100 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data

structures, greedy

[xoxo's solution](#)

1043.

675C

[Money Transfers](#) · [Tutorial](#)

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

[xoxo's solution](#)

1044.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[xoxo's solution](#)

1045.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[xoxo's solution](#)

1046.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[xoxo's solution](#)

1047.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[xoxo's solution](#)

1048.

1178F1

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

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[xoxo's solution](#)

1049.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[xoxo's solution](#)

1050.

1184B2

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

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[xoxo's solution](#)

1051.

1184C2

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

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[xoxo's solution](#)

1052.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph

matchings, greedy, implementation, math, trees

[xoxo's solution](#)

1053.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[xoxo's solution](#)

1054.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2200 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[xoxo's solution](#)

1055.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[xoxo's solution](#)

1056.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[xoxo's solution](#)

1057.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2200 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[xoxo's solution](#)

1058.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2200 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[xoxo's solution](#)

1059.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[xoxo's solution](#)

1060.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[xoxo's solution](#)

1061.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[xoxo's solution](#)

1062.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[xoxo's solution](#)

1063.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[xoxo's solution](#)**1064.**

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[xoxo's solution](#)**1065.**

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs

[xoxo's solution](#)**1066.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[xoxo's solution](#)**1067.**

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[xoxo's solution](#)**1068.**

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 2200 · first AC: 2018-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[xoxo's solution](#)**1069.**

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, shortest paths

[xoxo's solution](#)**1070.**

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[xoxo's solution](#)**1071.**

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[xoxo's solution](#)**1072.**

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2018-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[xoxo's solution](#)**1073.**

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2018-07-24 · last AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

flows, graphs

[xoxo's solution](#)

1074.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[xoxo's solution](#)

1075.

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

[xoxo's solution](#)

1076.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,177 global accepts · Rating: 2200 · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[xoxo's solution](#)

1077.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[xoxo's solution](#)

1078.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[xoxo's solution](#)

1079.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[xoxo's solution](#)

1080.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, strings

[xoxo's solution](#)

1081.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[xoxo's solution](#)

1082.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[xoxo's solution](#)

1083.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2017-08-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[xoxo's solution](#)

1084.

834D

[The Bakery](#) · [Tutorial](#)

Quality: 2200 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[xoxo's solution](#)

1085.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[xoxo's solution](#)

1086.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 2200 · first AC: 2017-05-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs

[xoxo's solution](#)

1087.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2200 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xoxo's solution](#)

1088.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[xoxo's solution](#)

1089.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[xoxo's solution](#)

1090.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[xoxo's solution](#)

1091.

715B

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

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[xoxo's solution](#)

1092.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy

[xoxo's solution](#)

1093.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[xoxo's solution](#)

1094.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-22 · last AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[xoxo's solution](#)

1095.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[xoxo's solution](#)

1096.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[xoxo's solution](#)

1097.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[xoxo's solution](#)

1098.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[xoxo's solution](#)

1099.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[xoxo's solution](#)

1100.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: meet-in-the-middle

[xoxo's solution](#)

1101.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[xoxo's solution](#)

1102.

901C

[Bipartite Segments](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[xoxo's solution](#)

1103.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[xoxo's solution](#)

1104.

438D

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

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2018-08-26 · last AC: 2018-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

math

[xoxo's solution](#)

1105.

1015F

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

Quality: 1,478 global accepts · Rating: 2300 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[xoxo's solution](#)

1106.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2018-07-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[xoxo's solution](#)

1107.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[xoxo's solution](#)

1108.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[xoxo's solution](#)

1109.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2017-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[xoxo's solution](#)

1110.

1290C

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

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[xoxo's solution](#)

1111.

1242C

[Sum Balance](#) · [Tutorial](#)

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

[xoxo's solution](#)

1112.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[xoxo's solution](#)

1113.

1205C

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

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

[xoxo's solution](#)

1114.

1202E

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

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[xoxo's solution](#)

1115.

1184E3

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

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-07 · last AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[xoxo's solution](#)

1116.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-15 · last AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[xoxo's solution](#)

1117.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[xoxo's solution](#)

1118.

1186F

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

Quality: 998 global accepts · Rating: 2400 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[xoxo's solution](#)

1119.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[xoxo's solution](#)

1120.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[xoxo's solution](#)

1121.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[xoxo's solution](#)

1122.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[xoxo's solution](#)

1123.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[xoxo's solution](#)

1124.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[xoxo's solution](#)

1125.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs
[xoxo's solution](#)

1126.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2017-11-28 · last AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees
[xoxo's solution](#)

1127.

1132G

[Greedy Subsequences](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[xoxo's solution](#)

1128.

1109D

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

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees
[xoxo's solution](#)

1129.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
[xoxo's solution](#)

1130.

1107G

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

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu
[xoxo's solution](#)

1131.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp
[xoxo's solution](#)

1132.

1101F

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

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[xoxo's solution](#)

1133.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2019-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dp
[xoxo's solution](#)

1134.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2019-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[xoxo's solution](#)

1135.

524E

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

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[xoxo's solution](#)

1136.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees
[xoxo's solution](#)

1137.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees
[xoxo's solution](#)

1138.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees
[xoxo's solution](#)

1139.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2018-09-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees
[xoxo's solution](#)

1140.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[xoxo's solution](#)

1141.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry
[xoxo's solution](#)

1142.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[xoxo's solution](#)

1143.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers
[xoxo's solution](#)

1144.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[xoxo's solution](#)

1145.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs
[xoxo's solution](#)

1146.

506D

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

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[xoxo's solution](#)

1147.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures
[xoxo's solution](#)

1148.

1305F

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

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

1149.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings
[xoxo's solution](#)

1150.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2019-03-27 · last AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs
[xoxo's solution](#)

1151.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[xoxo's solution](#)

1152.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[xoxo's solution](#)

1153.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp
[xoxo's solution](#)

1154.

1188A2

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

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees
[xoxo's solution](#)

1155.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[xoxo's solution](#)

1156.

1186E

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

Quality: 682 global accepts · Rating: 2500 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, implementation, math

[xoxo's solution](#)

1157.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[xoxo's solution](#)

1158.

508D

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

Quality: 4,233 global accepts · Rating: 2500 · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[xoxo's solution](#)

1159.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2019-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[xoxo's solution](#)

1160.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[xoxo's solution](#)

1161.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2019-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[xoxo's solution](#)

1162.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[xoxo's solution](#)

1163.

1030F

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

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[xoxo's solution](#)

1164.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[xoxo's solution](#)

1165.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[xoxo's solution](#)

1166.

911G

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

Quality: 3,783 global accepts · Rating: 2500 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[xoxo's solution](#)

1167.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2017-08-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[xoxo's solution](#)

1168.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 2500 · first AC: 2017-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[xoxo's solution](#)

1169.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing
[xoxo's solution](#)

1170.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows
[xoxo's solution](#)

1171.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[xoxo's solution](#)

1172.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings
[xoxo's solution](#)

1173.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[xoxo's solution](#)

1174.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures
[xoxo's solution](#)

1175.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[xoxo's solution](#)

1176.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2018-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and

conquer

[xoxo's solution](#)

1177.

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[xoxo's solution](#)

1178.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[xoxo's solution](#)

1179.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[xoxo's solution](#)

1180.

1184B3

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

Quality: 246 global accepts · Rating: 2700 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: flows, shortest paths

[xoxo's solution](#)

1181.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2700 · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[xoxo's solution](#)

1182.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[xoxo's solution](#)

1183.

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2700 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[xoxo's solution](#)

1184.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2017-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[xoxo's solution](#)

1185.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[xoxo's solution](#)

1186.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[xoxo's solution](#)

1187.

1033E

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

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[xoxo's solution](#)

1188.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2018-05-18 · last AC: 2018-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[xoxo's solution](#)

1189.

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[xoxo's solution](#)

1190.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[xoxo's solution](#)

1191.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[xoxo's solution](#)

1192.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[xoxo's solution](#)

1193.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2019-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[xoxo's solution](#)

1194.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[xoxo's solution](#)

1195.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2018-10-15 · last AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, string suffix structures

[xoxo's solution](#)

1196.

1055G

[Jellyfish Nightmare](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1197.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1198.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1199.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1200.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1201.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[xoxo's solution](#)

1202.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1203.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · Python 3 (first AC) · Tags: —
[xoxo's solution](#)

1204.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[xoxo's solution](#)

1205.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[xoxo's solution](#)

1206.

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[xoxo's solution](#)

1207.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[xoxo's solution](#)

1208.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[xoxo's solution](#)

1209.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · PyPy 3-64 (first AC) · Tags: —
[xoxo's solution](#)

1210.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1211.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1212.

105141E

[Safe Memory Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1213.

105141I

[Open BSUIR](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1214.

105141B

[Reliable delivery](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1215.

105141K

[Starry Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1216.

105141F

[Wormholes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1217.

105141H

[Space Bar](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1218.

105141D

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

Rating: — · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1219.

105276B

[Binary Bracket](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1220.

105276D

[Decisive Duels](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1221.

105276I

[Ideal Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1222.

105276C

[Cross Across the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1223.

105276G

[GPT Intrusion](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1224.

105276E

[Enthusiast of Algorithms](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1225.

105276A

[Always Right](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1226.

105276K

[Keep Them Stacked](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1227.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1228.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[xoxo's solution](#)

1229.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[xoxo's solution](#)

1230.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1231.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1232.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1233.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1234.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1235.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1236.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1237.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1238.

103102I

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

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1239.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1240.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1241.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1242.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1243.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1244.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1245.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1246.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1247.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1248.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1249.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1250.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1251.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1252.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1253.

104114I

[Inadequate Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1254.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1255.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1256.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1257.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1258.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[xoxo's solution](#)

1259.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1260.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[xoxo's solution](#)

1261.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1262.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1263.

102428C

[Cut Inequality Down](#) · Tutorial

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1264.

102428K

[Know your Aliens](#) · Tutorial

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1265.

102428I

[Improve SPAM](#) · Tutorial

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1266.

102428L

[Leverage MDT](#) · Tutorial

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1267.

102428G

[Gluing Pictures](#) · Tutorial

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1268.

102428E

[Eggfruit Cake](#) · Tutorial

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1269.

102428M

[Mountain Ranges](#) · Tutorial

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1270.

101135G

[A → D & C: C EC,,6C,,=D°](#)

Rating: — · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1271.

101135E

[A: ?C&B :C E CÔ5C,,7C\\$5CD0CÔ=Cä3Cä](#)

Rating: — · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1272.

101135B

[B,,?C&B :C E CÔ5C,,7C\\$5CD0CÔ=Cä3Cä](#)

Rating: — · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1273.

101135F

[B\\$D0C?C O C&B>CÄ=C BC](#)

Rating: — · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1274.

101135C

[B08DD@Cä2C O Ct0C40CD:C](#)

Rating: — · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1275.

100809J

[A70C#C,,=C =C,,O](#)

Rating: — · first AC: 2020-04-13 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1276.

100809D

[A,3D0!](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1277.

100809C

[B>D5C\\$=Cä2C =C,,5](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1278.

100809B

[BTMCäCäCC,,=](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1279.

100809E

[AÄMCH2C,,A C, D 0C#CC´0](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1280.

102022B

[A 8D\\$>C\\$KC' 0C\\$BCä<C B](#)

Rating: — · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1281.

102022A

[B·001DB 8 C @C,,DCÄ5D\\$8C#0](#)

Rating: — · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1282.

102022D

[B4#C,6D\\$>Cd5CÔ8CR 4D >CÔ>C](#)

Rating: — · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1283.

102407B

[Crazy dance](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1284.

102407E

[B BD0CÔ=C O C,,3D 0 CÔ0 C4@C DCP](#)

Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1285.

102407K

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

Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1286.

102407I

[ASKD20 BDÄADò 8Cr >Cª@D46CT=C,,O](#)

Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1287.

102407G

[Crazy domino](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1288.

102407H

[BÖBCa6C€](#)

Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1289.

102407A

[B·CQÄ0D HCT4D,,8CR BD 0CÔACô>D BCÔKCR =C ;Cä3C€](#)

Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1290.

102407D

[Aä3D 0C ;CT=C,,5 C 0CÔ:C](#)

Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1291.

102407F

[A 5D 0Cä @ Dô4CäGcô>CR 2D´AD\\$CCô;CT=C,,5](#)

Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1292.

102407J

[B41C,9D BC\\$5CÔ=C O CÄ0D\\$5CÄ0D\\$8Cª0](#)

Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1293.

102420G

[Tennis score](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1294.

102420F

[Arithmetic and blocks](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1295.

102420B

[B 8C0L0Ö0Dò 3D CCô?C](#)

Rating: — · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1296.

102420K

[Magical XML](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1297.

102420H

[Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1298.

102420E

[A 500B\\$KCR ;CTACä@D41D°](#)

Rating: — · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1299.

102420J

[ÄÄ00i5DD8D CCÄ<C](#)

Rating: — · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1300.

102420D

[Spell](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-23 · PyPy 3 (first AC) · Tags: —
[xoxo's solution](#)

1301.

102420A

[A@UC4@Cä1CäFC\\$5D\\$0CÄ8](#)

Rating: — · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1302.

102437J

[Delivery Robot](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1303.

102437B

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

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1304.

102437G

[Regulated Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1305.

102437F

[A KDBD KC' ?CT@CT2Cä4](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1306.

102437D

[A@204D 0D\\$K BD8C >CÖ0DtGC€](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1307.

102437I

[Road building](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1308.

102437E

[A&DT@Cd8CR 7C :C 7D°](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1309.

102437H

[B-MCAi8 DT@C =C,,;C,,ICP](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1310.

1319E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[xoxo's solution](#)

1311.

1319D

[Navigation System](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[xoxo's solution](#)

1312.

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[xoxo's solution](#)

1313.

1319B

[Journey Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings
[xoxo's solution](#)

1314.

1319A

[Contest for Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[xoxo's solution](#)

1315.

101510E

[English](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1316.

101510B

[Biology](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1317.

101510D

[Drama](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-28 · last AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1318.

101510C

[Computer Science](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1319.

101510A

[Art](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1320.

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1321.

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1322.

102059F

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

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1323.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1324.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1325.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1326.

102373J

[Transformations](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1327.

102373C

[Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1328.

102373H

[Escape from the Abandoned House](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1329.

102373B

[Wooden Castle](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1330.

102373D

[Good Subset](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1331.

102373G

[A0=0d=C,,FD°](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1332.

102373I

[A12D4rG 2 C6>CD2C ;CP](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1333.

102373A

[Aã=Cã!](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1334.

102373F

[Aã=Cã!](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1335.

100799H

[BÔAD\\$ODD5D\\$0](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1336.

100799A

[A B Cã=D°](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1337.

100799K

[A@Cã1C#8](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1338.

100799C

[B,,CD,?C =Dt8C#8 C, :C,,=CãBCT0D\\$@](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1339.

100799E

[AD50i5CÔ8CP](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1340.

100799J

[A2017@DK CÔ C>C4>CÔDP](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1341.

100799D

[AD>DrBC 2C#0 DDCD\\$1Cä;Cä:](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1342.

100799G

[B E C 3 D](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1343.

100799I

[B 0 C 6 A C =](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1344.

100799B

[AD5C0L D >Cd4CT=C,,O](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1345.

100799F

[AÄB0'KC' >C IC,,9 CD5C'8D\\$5C'L](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1346.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1347.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1348.

102028D

[Keichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1349.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-29 · PyPy 3 (first AC) · Tags: —
[xoxo's solution](#)

1350.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1351.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1352.

101623K

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

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1353.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1354.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1355.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1356.

101623D

[Dunlish](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1357.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1358.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1359.

100549I

[B5D5G60DT8 C" ?D CCDC](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1360.

100549F

[ATUBDaI](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1361.

100549E

[A480>D\\$5Ct0 Că1 Că1Că1D"5CÔ=Că< Că>CÔ5](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1362.

100549G

[A5C05D 0D\\$>D ?C @Cä;CT9](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1363.

100549J

[A5D18CÔ:C 7C 1Cä@C](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1364.

100549A

[A@CäDCTAD >D %C >D](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1365.

102082J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1366.

102082B

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

Rating: — · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1367.

101591C

[Rifleman](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1368.

101193H

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1369.

101968B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1370.

101968J

[Restricted Vertex Cover](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1371.

101968D

[Two Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1372.

101968G

[TeddyBearsDay](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1373.

101968C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1374.

101968H

[Win Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1375.

102284F

[API](#) · [Tutorial](#) · [C++17](#) · [GCC 7-32](#) · [first AC](#) · [Tags](#) · [xoxo's solution](#)

Rating: — · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1376.

102284D

[API](#) · [Tutorial](#) · [Python 3](#) · [first AC](#) · [Tags](#) · [xoxo's solution](#)

Rating: — · first AC: 2019-07-29 · Python 3 (first AC) · Tags: —
[xoxo's solution](#)

1377.

102284K

[API](#) · [Tutorial](#) · [C++17](#) · [GCC 7-32](#) · [first AC](#) · [Tags](#) · [xoxo's solution](#)

Rating: — · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1378.

102284I

[OpenStreetMap](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1379.

102284G

[SIS](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1380.

102284L

[API](#) · [Tutorial](#) · [C++17](#) · [GCC 7-32](#) · [first AC](#) · [Tags](#) · [xoxo's solution](#)

Rating: — · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1381.

102284M

[API](#) · [Tutorial](#) · [C++17](#) · [GCC 7-32](#) · [first AC](#) · [Tags](#) · [xoxo's solution](#)

Rating: — · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1382.

102284J

[API](#) · [Tutorial](#) · [C++17](#) · [GCC 7-32](#) · [first AC](#) · [Tags](#) · [xoxo's solution](#)

Rating: — · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1383.

102284H

[API](#) · [Tutorial](#) · [C++17](#) · [GCC 7-32](#) · [first AC](#) · [Tags](#) · [xoxo's solution](#)

Rating: — · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1384.

102284C

[A 000GTBC >C`LC00Dò 7C @D64C#0](#)

Rating: — · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1385.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[xoxo's solution](#)

1386.

102133C

[Auction](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1387.

102133G

[Moore's Law](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1388.

102133A

[Tree Orientation](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1389.

102133B

[A Masterpiece](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1390.

102133I

[Number builder](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1391.

101283C

[BÔCTrD\\$@Cä=CÔ0Dò >Dt5D 5CDL](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1392.

101283K

[AÄ=Cä3CäAC`>C\\$8CP](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1393.

101283I

[A\\$7D K\\$GC BC#0](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1394.

101283G

[A\\$0D0C, >D\\$@CT7C#8](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1395.

101283J

[A5D15D BC =Cä2C=0](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1396.

101283B

[A7004CD,,:C](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1397.

101283E

[B B0TACT=C, 4C\\$>C":C€](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1398.

101283L

[A65000CäBCä2C=0 Cç A4-](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1399.

101283H

[B 0Ct,0,GCÖKCR ?D 5DD8C=AD°](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1400.

101283A

[A700CäAD\\$>C' HC,,DD](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1401.

100715H

[B\\$00CiaD DCä@CÄ0Dd8Dò <C AD 8C\\$0](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1402.

100715F

[A\\$5D50'LCR ACä AD\\$5C=àCÀ](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1403.

100715B

[B,80D@Cä2C=0](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1404.

101536K

[A\\$50'iaCD@Cä<](#)

Rating: — · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1405.

101536J

[B4=0,iaC ;DÄ=D'5 D CCÄ<D°](#)

Rating: — · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1406.

101536I

[A\\$5D5C\\$:C](#)

Rating: — · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1407.

101536H

[B\\$@C1CC4>C`LCÔ8C#8](#)

Rating: — · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1408.

101536G

[A#DriaC`8](#)

Rating: — · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1409.

101536E

[A05'00NDT0C"BCR =C HC BD`@DÀ](#)

Rating: — · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1410.

101536D

[Supreme Commander](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1411.

101536B

[AÄ5D5Câ 2D BD 5Dt8 C,,7CÄ5CÔ8D\\$L CÔ5C`LCtO](#)

Rating: — · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1412.

101536A

[AD20riaCâ@C,,4Câ@C](#)

Rating: — · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1413.

101536F

[Gravity defied](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-03 · Python 3 (first AC) · Tags: —
[xoxo's solution](#)

1414.

101536C

[B1Câ2C @DÀ](#)

Rating: — · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1415.

101790H

[Time difference](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1416.

101790G

[Task distributor](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1417.

101790C

[Keys assignment](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1418.

101790A

[Pizza Universe](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1419.

101790J

[Distress signal](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1420.

101790K

[Forbidden messenger](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1421.

101790D

[Scotland Yard's fail](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1422.

101609I

[A08DifC](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1423.

101609J

[B 5D\\$2G,=D\\$8CÂ Gv-çFW](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1424.

101609H

[BTD?C,,AC =C,,5](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1425.

101609F

[BTD&C\\$0CÔ8CP](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1426.

101609D

[A6JCOADt5D\\$K C" AD\\$@Cân](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1427.

101609G

[AçyDri0T4CÔODò 1C,,BC\\$0](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1428.

101609K

[AD@Ca1C'5CÔ8CP](#)

Rating: — · first AC: 2018-12-01 · Python 3 (first AC) · Tags: —

[xoxo's solution](#)

1429.

101609E

[B UCC#D'5 Dd8DD@D°](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1430.

101609A

[A@CcaCÔ>CÄ5D =CäAD\\$8](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1431.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1432.

101612L

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

Rating: — · first AC: 2018-11-01 · Python 3 (first AC) · Tags: —

[xoxo's solution](#)

1433.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1434.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1435.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1436.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1437.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-01 · Python 3 (first AC) · Tags: —

[xoxo's solution](#)

1438.

100042G

[Aö5D i5D BC =Cä2C#8](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[xoxo's solution](#)

1439.

100042C

[B\\$@C,8Cä@Cä4C](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[xoxo's solution](#)

1440.

100042I

[A#D#C,,GCTAC#8C' <D4ACä@D"8C](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[xoxo's solution](#)

1441.

100042B

[BD#Di@CÄ](#)

Rating: — · first AC: 2018-10-17 · Python 3 (first AC) · Tags: —

[xoxo's solution](#)

1442.

100043A

[A @C,äCÄ5D\\$8D!5D :C O Cö@Cä3D 5D AC,,O](#)

Rating: — · first AC: 2018-10-12 · last AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[xoxo's solution](#)

1443.

100043G

[A45CÖ!C ACä 2D 5CÄ5CÖ5CÄ](#)

Rating: — · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[xoxo's solution](#)

1444.

100043B

[A5CÖ!CT@](#)

Rating: — · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1445.

100043C

[B @C,äGCÖKCR GC,,AC´0](#)

Rating: — · first AC: 2018-10-12 · Python 3 (first AC) · Tags: —

[xoxo's solution](#)

1446.

100043E

[AäD#CÄ=C O Cö0D :Cä2C#0](#)

Rating: — · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[xoxo's solution](#)

1447.

100043D

[A,3D0!](#)

Rating: — · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1448.

100043J

[B Kd!0D AC#8C' IC,,B](#)

Rating: — · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[xoxo's solution](#)

1449.

101288B

[A @C,äCT@D°](#)

Rating: — · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[xoxo's solution](#)

1450.

101288E

[A10D2C'0D\\$0](#)

Rating: — · first AC: 2018-10-08 · PyPy 3 (first AC) · Tags: —

[xoxo's solution](#)

1451.

101288A

[A10D2C'0D\\$0](#)

Rating: — · first AC: 2018-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1452.

101288G

[B\\$@C2Cä;C BCä@](#)

Rating: — · first AC: 2018-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1453.

101288H

[A44DR10?](#)

Rating: — · first AC: 2018-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1454.

101288D

[k-D T D BC,, @ Cä2C#0](#)

Rating: — · first AC: 2018-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1455.

101294J

[B 00äaC :C\\$0CD@C BCä2](#)

Rating: — · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1456.

100266J

[B 00äa@CT<C BC,,7CÀ](#)

Rating: — · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1457.

100266C

[A\\$70äaC Ä HC,,DD 0](#)

Rating: — · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1458.

100266G

[AäaCTaCÔ8C' ?C @C](#)

Rating: — · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1459.

100266D

[A B C 5Ct=DÀ](#)

Rating: — · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1460.

100266A

[A 0C0ä!](#)

Rating: — · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[xoxo's solution](#)

1461.

100266E

[B 0046T;CT=C,,5 C>D >C`5C\\$AD\\$2C](#)

Rating: — · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1462.

100266B

[B B0r2C#0](#)

Rating: — · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1463.

100266F

[A t0C40C D>Dt=Cä5 D4@C 2CÔ5CÔ8CP](#)

Rating: — · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1464.

101294B

[B,,0DT#C BCÔ0Dò 4CäAC#0](#)

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1465.

101294D

[A 5Dri5C`5D](#)

Rating: — · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1466.

101294G

[A 700Cä2Cä=CÔ>CR GC,,AC`>](#)

Rating: — · first AC: 2018-09-29 · Python 3 (first AC) · Tags: —
[xoxo's solution](#)

1467.

101294C

[B BDr#08 BD8C >CÔ0DtGC€](#)

Rating: — · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1468.

101294I

[B TBorial](#)

Rating: — · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1469.

101294H

[BD#0\\$>C4@C DC,,0](#)

Rating: — · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1470.

101294E

[A#0Cr#Cç C 3C @C,,=C](#)

Rating: — · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1471.

101294A

[AD5DT60rBDÂ AD\\$@Cä9 - 3](#)

Rating: — · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1472.

101297I

[B T0C6sD 7C\\$5Ct4C](#)

Rating: — · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1473.

101297J

[B\\$C0r8D BC,,GCTAC=>CR 0C45CÔBD BC\\$>](#)

Rating: — · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1474.

101297A

[AãB0\\$5D](#)

Rating: — · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1475.

101297D

[A0>C\\$1Dò 8C4@C](#)

Rating: — · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1476.

101297E

[AÀ0rAC,,0CÔAC#8C' 4D CC0](#)

Rating: — · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1477.

101297F

[AD50rA\\$KCR 2D BD 5Dt8](#)

Rating: — · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1478.

101297G

[B>Cä1D"5CÔ8CP](#)

Rating: — · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1479.

101297B

[B,18DD@ Cä2C#0](#)

Rating: — · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1480.

101614C

[A0>C0502 A A AC40D 4C](#)

Rating: — · first AC: 2018-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1481.

101614H

[A,1A06KD\\$0CÔ8CP](#)

Rating: — · first AC: 2018-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1482.

101614B

[A>C08C, \(C ECÄ0D\\$K](#)

Rating: — · first AC: 2018-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1483.

101614G

[A@CäC,,2Cä5 Dt8D ;Cä](#)

Rating: — · first AC: 2018-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1484.

100132K

[ASDCÄ?C,,@D :C,,5 Dt8D ;C](#)

Rating: — · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1485.

100132H

[B BD00Ô=D´9 C4>D >C@](#)

Rating: — · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1486.

100132E

[A T04GT<C,,O AD6CT4C 5C](#)

Rating: — · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1487.

100132I

[AD;C;äCÔKC´ ?C,,BCä=](#)

Rating: — · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1488.

100132G

[B\\$CöaD" :CäBCä2](#)

Rating: — · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1489.

100132B

[BTDCäB,,GCTAC=0Dò ?CT@CTAD\\$0CÔ>C\\$:C](#)

Rating: — · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1490.

100132A

[B 50ä0 <CÔKC´ IC,,B](#)

Rating: — · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1491.

100296J

[A@C4@C =Cö0D ?Cä@D](#)

Rating: — · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1492.

100296E

[B\\$Cö5D>CÔ=D´5 CÔ>CÄ5D 0](#)

Rating: — · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1493.

100296H

[A@D`8D´5CÔ=Cä5 D >CT4C,,=CT=C,,5](#)

Rating: — · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1494.

100296C

[A4=0CäxD 8 Aä4C,,=Cä:C O C4>D 0](#)

Rating: — · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1495.

100296D

[A5yCä@C AC=0 Ct0C >D 0](#)

Rating: — · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1496.

100296G

[Aö@C,7D°](#)

Rating: — · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1497.

100296I

[A5D5D\\$OC48C\\$0CÔ8CR :C =C BC](#)

Rating: — · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1498.

100296A

[Aä;Ct0i0, 4C\\$>C,,GCÖKCR ?CäAC´5CD>C\\$0D\\$5C´LCÖ>D BC€](#)

Rating: — · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1499.

100296B

[A5D>CB´CP](#)

Rating: — · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1500.

100078A

[A+B · Tutorial](#)

Rating: — · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1501.

100078J

[Journey with Pigs · Tutorial](#)

Rating: — · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1502.

100078G

[Given a string... · Tutorial](#)

Rating: — · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1503.

100078C

[Crosses and Crosses · Tutorial](#)

Rating: — · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1504.

100078I

[iChess · Tutorial](#)

Rating: — · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1505.

100078B

[Beer Refrigerator](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1506.

101690A

[A00D10C`;CT;CT?C,,?CT4](#)

Rating: — · first AC: 2018-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1507.

101690B

[A05D15D BD >C":C](#)

Rating: — · first AC: 2018-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1508.

101820C

[A00CäADt5D" ACä1D`BC,,9](#)

Rating: — · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[xoxo's solution](#)

1509.

101789H

[BT0D14C#>D =D´9 CÄ0D AC,,2](#)

Rating: — · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1510.

101753D

[A0`C\\$K' DCä=D\\$0CĐ](#)

Rating: — · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1511.

101181E

[B > DÄ0C, 1C,,BCä2D´5 Cä?CT@C FC,,8](#)

Rating: — · first AC: 2017-12-07 · last AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1512.

101580F

[B >D18C ;DÄ=C O D 5D\\$L](#)

Rating: — · first AC: 2017-12-05 · last AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1513.

101580C

[B\\$5D18Cä2D´5 Cö>C´5D\\$K](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1514.

101580H

[B\\$0CÄ?CT@C BD4@C 2Cä7CDCDT0](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1515.

101580E

[A\\$B0CT1CÖKCR >C JCT:D\\$K](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1516.

101580I

[AÄÖÖIKC=0C`LCÔKCR :C`0D AC,,:C€](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1517.

101580D

[AÖD5CDD0D:t0 CD0CÔ=D`E](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1518.

101580B

[A ND r i s C @ C B C ,, O](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1519.

101580A

[berPhone](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1520.

101154H

[AöCD\\$D,,5D BC\\$8CR AC=2Cä7DÂ <C,,@D°](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1521.

101154B

[AD>0=BCä@ B BD MCÔ4Cb 8 C\\$KD BC 2C=0](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1522.

101587D

[AÄÖD\\$@C,,FC C,,:C](#)

Rating: — · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1523.

101587I

[AÖD r i s ;DÄ=C O CöCD,,:C](#)

Rating: — · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1524.

101587A

[AÖCö:C€](#)

Rating: — · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1525.

101587C

[AÄD r i s , 8 Cö0D >C`L](#)

Rating: — · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1526.

101171K

[AÖ>0\\$K' GCT<Cä4C =](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1527.

101171E

[A@C&C';CT:D\\$8C\\$8Ct<!](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1528.

101171G

[A\\$7D^KC\\$>Cô>D\\$0CÀ](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1529.

101171J

[B\\$0C'f=aD`5 Cα>CÄ=C BD°](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1530.

101171A

[A fD>GÄ0CÔBD4;D°](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1531.

101171I

[B 7Ct@Cα0DäIC,,5 Cò;DäAD°](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1532.

101171C

[A\\$C0HCT1CÔKCR AD4ICTAD\\$2C](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1533.

101153B

[A4@CiaCT=D`5 D BC :C =D°](#)

Rating: — · first AC: 2017-08-27 · last AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1534.

101153D

[A BC, @,,>D\\$5Cα0](#)

Rating: — · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1535.

101153G

[At=C=C, @ — D 8C`0](#)

Rating: — · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1536.

101153H

[AöCD\\$5D,,5D BC\\$8CR ACα2Cä7DÂ <C,,@D°](#)

Rating: — · first AC: 2017-08-27 · Python 3 (first AC) · Tags: —
[xoxo's solution](#)

1537.

101153F

[AöDigaC =C,,5](#)

Rating: — · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1538.

101153E

[AD>0uBCä@ B BD MCÔ4Cb 8 Cô5D 5D BC =Cä2C=0](#)

Rating: — · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1539.

101153C

[Aö@CTAC'5CD>C\\$0CÔ8CP](#)

Rating: — · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1540.

101153A

[Aö;C;ri@'5C\\$8D\\$0Dd8C€](#)

Rating: — · first AC: 2017-08-27 · GNU C++11 (first AC) · Tags: —
[xoxo's solution](#)

1541.

101364G

[A-00t>Dl:C, 8 B4@C 3C =D°](#)

Rating: — · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1542.

101364F

[AÄ5040C'>CÄ0CÔ8Dö](#)

Rating: — · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1543.

101439A

[Task Management · Tutorial](#)

Rating: — · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1544.

101445F

[AöUD;Cä2C=0 CD;Dò 2CT;CäAC,,?CT4Cä2](#)

Rating: — · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1545.

101445E

[AÄD;D;C, CCÄKC\\$0C'LCÔ:C€](#)

Rating: — · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1546.

101445G

[A\\$>CD= D'9 CÄ8D](#)

Rating: — · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1547.

101445B

[AÄKD;@, > Cö@CT:D 0D =Cä<](#)

Rating: — · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1548.

100068J

[B :Cä;DÄ:Cä 7C\\$5Ct4 CÔ0 CÔ5C 5?](#)

Rating: — · first AC: 2017-06-26 · last AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1549.

101187D

[IQ D\\$5D B CD;Dò @ Cä1CäBCä2](#)

Rating: — · first AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1550.

101319D

[Problem Tiramisu. Vanya and Jackets · Tutorial](#)

Rating: — · first AC: 2017-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1551.

100910E

[Aö5D i5D BD >CT=C,,5](#)

Rating: — · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1552.

100631D

[AÄB001LCä=D² @ C 7C\\$;CT:C ND\\$ADö](#)

Rating: — · first AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1553.

100631C

[B\\$D6CTAD\\$2CT=CÔKC' ?C @ C 4](#)

Rating: — · first AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1554.

100631B

[AÄCÔBD >C`LCÔ0Dò 7C :D4?C=0](#)

Rating: — · first AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1555.

100631A

[A\\$C14D4HCÔKCR HC @ C,,:C€](#)

Rating: — · first AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1556.

101277B

[Aö5D 5D 0D ?D 5CD5C`5CÔ8CR :C <CÔ5C•](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1557.

101277A

[A100Ä+C 4C`O A 4C <C](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1558.

101295C

[AäGCT=Ä DÄ AD\\$@C =CÔ0Dò AD\\$@Cä:C](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1559.

101295B

[A:→C40Qò 8 Ct0Cö@CäAD°](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[xoxo's solution](#)

1560.

101295A

[A000t=C05Dt=C,,:](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[xoxo's solution](#)

1561.

101281B

[A0@D16C=8 C0> C=0CÄ=D0<](#)

Rating: — · first AC: 2017-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[xoxo's solution](#)

1562.

101281A

[BT8D\\$@D'9 C'8D](#)

Rating: — · first AC: 2017-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[xoxo's solution](#)

1563.

101244C

[AST0i=CÄ ACT9DD0](#)

Rating: — · first AC: 2017-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[xoxo's solution](#)

1564.

101244A

[A0T04@D46CT=C,,5 C" C08CÄCD](#)

Rating: — · first AC: 2017-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[xoxo's solution](#)

1565.

101244B

[A100406D:C 4D 5C\\$=C,,E A AD 0D 8C0>C](#)

Rating: — · first AC: 2017-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[xoxo's solution](#)

1566.

1012543

[B 0000TICT=C,,5 CD0C0=D'E](#)

Rating: — · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[xoxo's solution](#)

1567.

101187A

[A15000D\\$KCR AC'8D\\$:C€](#)

Rating: — · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[xoxo's solution](#)

1568.

100377I

[Petya and arrays 2 · Tutorial](#)

Rating: — · first AC: 2016-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[xoxo's solution](#)

1569.

399A

[Pages · Tutorial](#)

Quality: 4,232 global accepts · Rating: — · first AC: 2016-09-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

1570.

393B

[Three matrices · Tutorial](#)

Quality: 2,073 global accepts · Rating: — · first AC: 2016-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[xoxo's solution](#)

1571.

393A

[Nineteen](#) · [Tutorial](#)

Quality: 6,992 global accepts · Rating: — · first AC: 2016-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[xoxo's solution](#)

1572.

390C

[Inna and Candy Boxes](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: — · first AC: 2016-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[xoxo's solution](#)

1573.

390B

[Inna, Dima and Song](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: — · first AC: 2016-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

1574.

390A

[Inna and Alarm Clock](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: — · first AC: 2016-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xoxo's solution](#)

1575.

100981C

[A@C@7Cä2Cä9 DD>CÔ4](#)

Rating: — · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: —

[xoxo's solution](#)

1576.

101026A

[Important Test](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: —

[xoxo's solution](#)

1577.

1005862

[A@C@7D°](#)

Rating: — · first AC: 2016-05-19 · PyPy 3 (first AC) · Tags: —

[xoxo's solution](#)

1578.

100981A

[A@C@D@CÄ<C,,AD" f Ô3Cä CD >C\\$=Dö](#)

Rating: — · first AC: 2016-04-28 · Python 3 (first AC) · Tags: —

[xoxo's solution](#)

1579.

100981B

[A@C@5CÔ0 C CC=2](#)

Rating: — · first AC: 2016-04-27 · Python 3 (first AC) · Tags: —

[xoxo's solution](#)

1580.

100944A

[A@C@1Cä;DÄHC,,9 Cö>CDJCT<](#)

Rating: — · first AC: 2016-03-25 · Python 3 (first AC) · Tags: —

[xoxo's solution](#)

1581.

100935C

[OCR](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-23 · Python 3 (first AC) · Tags: —

[xoxo's solution](#)

1582.

100935A

[Time](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-22 · Python 3 (first AC) · Tags: —

[xoxo's solution](#)

1583.

1008825

[BS@C;AD=C](#)

Rating: — · first AC: 2016-02-03 · Python 3 (first AC) · Tags: —

[xoxo's solution](#)

1584.

1008812

[A&D<C,,GCTACα>CR ?CäACT;CT=C,,5](#)

Rating: — · first AC: 2016-02-03 · Python 3 (first AC) · Tags: —

[xoxo's solution](#)

1585.

1008811

[A@C;7D°](#)

Rating: — · first AC: 2016-02-03 · Python 3 (first AC) · Tags: —

[xoxo's solution](#)