

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

<https://cfelitetracker.vercel.app>

# Unique solved — yancouto

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

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

Filters: none

Count: 1,103

- 1.**  
2125A  
[Difficult Contest](#) · [Tutorial](#)  
Quality: 27,984 global accepts · Rating: 800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings  
[yancouto's solution](#)
- 2.**  
938A  
[Word Correction](#) · [Tutorial](#)  
Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: implementation  
[yancouto's solution](#)
- 3.**  
932A  
[Palindromic Supersequence](#) · [Tutorial](#)  
Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms  
[yancouto's solution](#)
- 4.**  
873A  
[Chores](#) · [Tutorial](#)  
Quality: 10,595 global accepts · Rating: 800 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: implementation  
[yancouto's solution](#)
- 5.**  
831B  
[Keyboard Layouts](#) · [Tutorial](#)  
Quality: 15,649 global accepts · Rating: 800 · first AC: 2017-07-26 · Ruby (first AC) · Tags: implementation, strings  
[yancouto's solution](#)
- 6.**  
794A  
[Bank Robbery](#) · [Tutorial](#)  
Quality: 7,775 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[yancouto's solution](#)
- 7.**  
750A  
[New Year and Hurry](#) · [Tutorial](#)  
Quality: 92,559 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math  
[yancouto's solution](#)
- 8.**  
747A  
[Display Size](#) · [Tutorial](#)  
Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: brute force, math  
[yancouto's solution](#)
- 9.**  
520A  
[Pangram](#) · [Tutorial](#)  
Quality: 127,540 global accepts · Rating: 800 · first AC: 2016-07-05 · GNU C++11 (first AC) · Tags: implementation, strings  
[yancouto's solution](#)

**10.**

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 800 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: implementation

[yancouto's solution](#)

**11.**

678A

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

Quality: 15,169 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math

[yancouto's solution](#)

**12.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,624 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation

[yancouto's solution](#)

**13.**

629A

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

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[yancouto's solution](#)

**14.**

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: implementation

[yancouto's solution](#)

**15.**

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: implementation

[yancouto's solution](#)

**16.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,425 global accepts · Rating: 800 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[yancouto's solution](#)

**17.**

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 800 · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[yancouto's solution](#)

**18.**

14A

[Letter](#) · [Tutorial](#)

Quality: 12,399 global accepts · Rating: 800 · first AC: 2015-11-23 · last AC: 2015-11-23 · GNU C++11 (first AC) · Tags: implementation

[yancouto's solution](#)

**19.**

599A

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

Quality: 31,439 global accepts · Rating: 800 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: implementation

[yancouto's solution](#)

**20.**

581A

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

Quality: 84,961 global accepts · Rating: 800 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math

[yancouto's solution](#)

**21.**

472A

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

Quality: 70,776 global accepts · Rating: 800 · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: math, number theory

[yancouto's solution](#)

**22.**

469A

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

Quality: 121,204 global accepts · Rating: 800 · first AC: 2015-08-06 · last AC: 2015-08-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[yancouto's solution](#)

**23.**

551A

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

Quality: 17,860 global accepts · Rating: 800 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[yancouto's solution](#)

**24.**

546A

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

Quality: 235,223 global accepts · Rating: 800 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: brute force, implementation, math

[yancouto's solution](#)

**25.**

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,366 global accepts · Rating: 900 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[yancouto's solution](#)

**26.**

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 900 · first AC: 2018-11-19 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[yancouto's solution](#)

**27.**

903A

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

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

[yancouto's solution](#)

**28.**

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

[yancouto's solution](#)

**29.**

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[yancouto's solution](#)

**30.**

747B

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

Quality: 9,641 global accepts · Rating: 900 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: implementation, strings

[yancouto's solution](#)

**31.**

670A

[Holidays](#) · [Tutorial](#)

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

[yancouto's solution](#)

**32.**

653A

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

Quality: 9,182 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[yancouto's solution](#)

**33.**

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: implementation

[yancouto's solution](#)

**34.**

621A

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

Quality: 22,678 global accepts · Rating: 900 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: implementation

[yancouto's solution](#)

**35.**

616A

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

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

[yancouto's solution](#)

**36.**

611A

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

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

[yancouto's solution](#)

**37.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,218 global accepts · Rating: 900 · first AC: 2015-12-20 · GNU C++11 (first AC) · Tags: math

[yancouto's solution](#)

**38.**

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2015-08-03 · last AC: 2015-08-17 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[yancouto's solution](#)

**39.**

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,976 global accepts · Rating: 900 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[yancouto's solution](#)

**40.**

556A

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

Quality: 46,393 global accepts · Rating: 900 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: greedy

[yancouto's solution](#)

**41.**

549A

[Face Detection](#) · [Tutorial](#)

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

[yancouto's solution](#)

**42.**

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-20 · GNU C++ (first AC) · Tags: implementation

[yancouto's solution](#)

**43.**

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1000 · first AC: 2017-07-26 · Ruby (first AC) · Tags: implementation

[yancouto's solution](#)

**44.**

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[yancouto's solution](#)

**45.**

766B

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

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[yancouto's solution](#)

**46.**

766A

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

Quality: 34,547 global accepts · Rating: 1000 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[yancouto's solution](#)

**47.**

757A

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

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

[yancouto's solution](#)

**48.**

500A

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

Quality: 62,701 global accepts · Rating: 1000 · first AC: 2016-11-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation

[yancouto's solution](#)

**49.**

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation

[yancouto's solution](#)

**50.**

672B

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

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2016-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[yancouto's solution](#)

**51.**

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation

[yancouto's solution](#)

**52.**

659A

[Round House](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1000 · first AC: 2016-03-30 · last AC: 2016-04-22 · GNU C++11 (first AC) · Tags: implementation, math

[yancouto's solution](#)

**53.**

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: implementation

[yancouto's solution](#)

**54.**

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: sortings

[yancouto's solution](#)

**55.**

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms

[yancouto's solution](#)

**56.**

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: implementation, math

[yancouto's solution](#)

**57.**

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[yancouto's solution](#)

**58.**

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: implementation, math

[yancouto's solution](#)

**59.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: games, greedy

[yancouto's solution](#)

**60.**

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,558 global accepts · Rating: 1000 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math

[yancouto's solution](#)

**61.**

284B

[Cows and Poker Game](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1000 · first AC: 2015-11-30 · last AC: 2015-12-10 · GNU C++11 (first AC) · Tags: brute force, implementation

[yancouto's solution](#)

**62.**

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,305 global accepts · Rating: 1000 · first AC: 2015-11-23 · last AC: 2015-11-23 · GNU C++11 (first AC) · Tags: implementation

[yancouto's solution](#)

**63.**

552A

[Vanya and Table](#) · [Tutorial](#)

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

[yancouto's solution](#)

**64.**

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,752 global accepts · Rating: 1100 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[yancouto's solution](#)

**65.**

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[yancouto's solution](#)

**66.**

938B

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

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

[yancouto's solution](#)

**67.**

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[yancouto's solution](#)

**68.**

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,888 global accepts · Rating: 1100 · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[yancouto's solution](#)

**69.**

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: implementation, sortings

[yancouto's solution](#)

**70.**

754B

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

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[yancouto's solution](#)

**71.**

682A

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

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[yancouto's solution](#)

**72.**

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: math

[yancouto's solution](#)

**73.**

629B

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

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force

[yancouto's solution](#)

**74.**

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms

[yancouto's solution](#)

**75.**

609B

[The Best Gift](#) · [Tutorial](#)

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

**76.**

296A

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

Quality: 26,039 global accepts · Rating: 1100 · first AC: 2015-12-03 · last AC: 2015-12-10 · GNU C++11 (first AC) · Tags: greedy, math  
[yancouto's solution](#)

**77.**

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,984 global accepts · Rating: 1100 · first AC: 2015-12-06 · GNU C++11 (first AC) · Tags: brute force, implementation  
[yancouto's solution](#)

**78.**

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: greedy, implementation  
[yancouto's solution](#)

**79.**

596A

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

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: geometry, implementation  
[yancouto's solution](#)

**80.**

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math  
[yancouto's solution](#)

**81.**

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2015-08-14 · GNU C++11 (first AC) · Tags: implementation  
[yancouto's solution](#)

**82.**

558A

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

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-07-18 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings  
[yancouto's solution](#)

**83.**

289A

[Polo the Penguin and Segments](#) · [Tutorial](#)

Quality: 10,327 global accepts · Rating: 1100 · first AC: 2015-07-16 · GNU C++ (first AC) · Tags: brute force, implementation  
[yancouto's solution](#)

**84.**

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[yancouto's solution](#)

**85.**

556B

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

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: brute force, implementation  
[yancouto's solution](#)

**86.**

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2015-05-31 · GNU C++ (first AC) · Tags: implementation, strings  
[yancouto's solution](#)

**87.**

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: brute force, implementation, strings  
[yancouto's solution](#)

**88.**

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-05-20 · GNU C++ (first AC) · Tags: greedy  
[yancouto's solution](#)

**89.**

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: implementation  
[yancouto's solution](#)

**90.**

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 1200 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: greedy  
[yancouto's solution](#)

**91.**

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: greedy, implementation  
[yancouto's solution](#)

**92.**

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: brute force, implementation  
[yancouto's solution](#)

**93.**

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: brute force, math  
[yancouto's solution](#)

**94.**

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math  
[yancouto's solution](#)

**95.**

795C

[Maximum Number](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-04-05 · PHP (first AC) · Tags: \*special, constructive algorithms, greedy  
[yancouto's solution](#)

**96.**

776B

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

Quality: 25,732 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory  
[yancouto's solution](#)

**97.**

754A

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

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[yancouto's solution](#)

**98.**

632A

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

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**99.**

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation, math

[yancouto's solution](#)

**100.**

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings

[yancouto's solution](#)

**101.**

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2016-07-12 · GNU C++11 (first AC) · Tags: implementation, strings

[yancouto's solution](#)

**102.**

492B

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

Quality: 90,201 global accepts · Rating: 1200 · first AC: 2016-07-05 · GNU C++11 (first AC) · Tags: binary search, implementation, math, sortings

[yancouto's solution](#)

**103.**

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: sortings

[yancouto's solution](#)

**104.**

683A

[The Check of the Point](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 1200 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: \*special, geometry

[yancouto's solution](#)

**105.**

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,296 global accepts · Rating: 1200 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[yancouto's solution](#)

**106.**

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[yancouto's solution](#)

**107.**

655B

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

Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

[yancouto's solution](#)

**108.**

655A

[Amity Assessment](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, implementation

[yancouto's solution](#)

**109.**

612B

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

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

[yancouto's solution](#)

**110.**

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: greedy, sortings

[yancouto's solution](#)

**111.**

181C

[Trading Business](#) · [Tutorial](#)

Rating: 1200 · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: games, graph matchings, greedy

[yancouto's solution](#)

**112.**

593A

[2Char](#) · [Tutorial](#)

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

[yancouto's solution](#)

**113.**

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2015-08-26 · GNU C++11 (first AC) · Tags: greedy, sortings

[yancouto's solution](#)

**114.**

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,072 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: implementation, math

[yancouto's solution](#)

**115.**

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, sortings

[yancouto's solution](#)

**116.**

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar

[yancouto's solution](#)

**117.**

871A

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

Rating: 1300 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[yancouto's solution](#)

**118.**

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[yancouto's solution](#)

**119.**

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

[yancouto's solution](#)

**120.**

792B

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

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: implementation

[yancouto's solution](#)

**121.**

750B

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

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

[yancouto's solution](#)

**122.**

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: implementation

[yancouto's solution](#)

**123.**

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[yancouto's solution](#)

**124.**

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[yancouto's solution](#)

**125.**

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2016-07-08 · GNU C++11 (first AC) · Tags: games, greedy

[yancouto's solution](#)

**126.**

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,993 global accepts · Rating: 1300 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: math

[yancouto's solution](#)

**127.**

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-07-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[yancouto's solution](#)

**128.**

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1300 · first AC: 2016-07-05 · GNU C++11 (first AC) · Tags: greedy, math

[yancouto's solution](#)

**129.**

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,160 global accepts · Rating: 1300 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation

[yancouto's solution](#)

**130.**

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation, sortings

[yancouto's solution](#)

**131.**

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,243 global accepts · Rating: 1300 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[yancouto's solution](#)

**132.**

661A

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

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

[yancouto's solution](#)

**133.**

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[yancouto's solution](#)

**134.**

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[yancouto's solution](#)

**135.**

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 1300 · first AC: 2016-03-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[yancouto's solution](#)

**136.**

628C

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

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: greedy, strings

[yancouto's solution](#)

**137.**

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: dp

[yancouto's solution](#)

**138.**

626B

[Cards](#) · [Tutorial](#)

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

[yancouto's solution](#)

**139.**

621B

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

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: combinatorics, implementation

[yancouto's solution](#)

**140.**

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[yancouto's solution](#)

**141.**

610B

[Vika and Squares](#) · [Tutorial](#)

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

[yancouto's solution](#)

**142.**

612A

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

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

[yancouto's solution](#)

**143.**

598B

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

Quality: 12,203 global accepts · Rating: 1300 · first AC: 2015-12-20 · GNU C++11 (first AC) · Tags: implementation, strings

[yancouto's solution](#)

**144.**

600B

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

Quality: 39,174 global accepts · Rating: 1300 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[yancouto's solution](#)

**145.**

181B

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

Quality: 3,518 global accepts · Rating: 1300 · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: binary search, brute force

[yancouto's solution](#)

**146.**

189B

[Counting Rhombi](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1300 · first AC: 2015-11-12 · last AC: 2015-11-16 · GNU C++11 (first AC) · Tags: brute force, math

[yancouto's solution](#)

**147.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,885 global accepts · Rating: 1300 · first AC: 2015-11-12 · last AC: 2015-11-16 · GNU C++11 (first AC) · Tags: brute force, dp

[yancouto's solution](#)

**148.**

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**149.**

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[yancouto's solution](#)

**150.**

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2015-08-06 · last AC: 2015-08-17 · GNU C++11 (first AC) · Tags: implementation

[yancouto's solution](#)

**151.**

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2015-08-14 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy,

implementation, math

[yancouto's solution](#)

**152.**

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: implementation

[yancouto's solution](#)

**153.**

558B

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

Quality: 8,360 global accepts · Rating: 1300 · first AC: 2015-07-18 · GNU C++11 (first AC) · Tags: implementation

[yancouto's solution](#)

**154.**

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 1300 · first AC: 2015-07-14 · last AC: 2015-07-14 · GNU C++11 (first AC) · Tags: implementation

[yancouto's solution](#)

**155.**

545D

[Queue](#) · [Tutorial](#)

Quality: 29,521 global accepts · Rating: 1300 · first AC: 2015-05-20 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[yancouto's solution](#)

**156.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[yancouto's solution](#)

**157.**

804B

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

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: combinatorics, greedy, implementation, math

[yancouto's solution](#)

**158.**

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[yancouto's solution](#)

**159.**

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[yancouto's solution](#)

**160.**

632B

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

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[yancouto's solution](#)

**161.**

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-12-15 · GNU C++11 (first AC) · Tags: data structures, implementation

[yancouto's solution](#)

**162.**

26B

[Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 25,856 global accepts · Rating: 1400 · first AC: 2016-10-27 · GNU C++11 (first AC) · Tags: greedy

[yancouto's solution](#)

**163.**

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, math, strings

[yancouto's solution](#)

**164.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,949 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp

[yancouto's solution](#)

**165.**

683D

[Chocolate Bar](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 1400 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: \*special, math

[yancouto's solution](#)

**166.**

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[yancouto's solution](#)

**167.**

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation, math

[yancouto's solution](#)

**168.**

675B

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

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[yancouto's solution](#)

**169.**

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,992 global accepts · Rating: 1400 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[yancouto's solution](#)

**170.**

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: brute force

[yancouto's solution](#)

**171.**

652A

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

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: implementation, math

[yancouto's solution](#)

**172.**

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[yancouto's solution](#)

**173.**

612C

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

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

[yancouto's solution](#)

**174.**

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,011 global accepts · Rating: 1400 · first AC: 2015-10-27 · last AC: 2015-12-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[yancouto's solution](#)

**175.**

284A

[Cows and Primitive Roots](#) · [Tutorial](#)

Quality: 7,346 global accepts · Rating: 1400 · first AC: 2015-11-30 · last AC: 2015-12-10 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[yancouto's solution](#)

**176.**

287C

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

Rating: 1400 · first AC: 2015-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yancouto's solution](#)

**177.**

296C

[Greg and Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: data structures, dp, implementation

[yancouto's solution](#)

**178.**

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[yancouto's solution](#)

**179.**

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: greedy

[yancouto's solution](#)

**180.**

516A

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

Rating: 1400 · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[yancouto's solution](#)

**181.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[yancouto's solution](#)

**182.**

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-08-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[yancouto's solution](#)

**183.**

159C

[String Manipulation 1.0](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2015-07-16 · last AC: 2015-07-17 · GNU C++11 (first AC) · Tags: \*special, binary search, brute force, data structures, strings

[yancouto's solution](#)

**184.**

550B

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

Quality: 27,454 global accepts · Rating: 1400 · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: bitmasks, brute force  
[yancouto's solution](#)

**185.**

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2015-05-31 · GNU C++ (first AC) · Tags: constructive algorithms, implementation  
[yancouto's solution](#)

**186.**

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,991 global accepts · Rating: 1400 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: brute force, dp, greedy, implementation  
[yancouto's solution](#)

**187.**

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-05-23 · GNU C++ (first AC) · Tags: brute force, dfs and similar, games  
[yancouto's solution](#)

**188.**

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-09-24 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math  
[yancouto's solution](#)

**189.**

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,861 global accepts · Rating: 1500 · first AC: 2018-11-19 · GNU C++11 (first AC) · Tags: binary search, implementation  
[yancouto's solution](#)

**190.**

960B

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

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

**191.**

930A

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

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees  
[yancouto's solution](#)

**192.**

901A

[Hashing Trees](#) · [Tutorial](#)

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

**193.**

891A

[Pride](#) · [Tutorial](#)

Quality: 14,280 global accepts · Rating: 1500 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory  
[yancouto's solution](#)

**194.**

875B

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

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dsu, implementation, sortings, two pointers  
[yancouto's solution](#)

**195.**

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: dp, implementation

[yancouto's solution](#)

**196.**

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[yancouto's solution](#)

**197.**

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[yancouto's solution](#)

**198.**

790A

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

Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[yancouto's solution](#)

**199.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,894 global accepts · Rating: 1500 · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[yancouto's solution](#)

**200.**

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[yancouto's solution](#)

**201.**

696A

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

Quality: 6,459 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[yancouto's solution](#)

**202.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,983 global accepts · Rating: 1500 · first AC: 2016-07-12 · GNU C++11 (first AC) · Tags: dp

[yancouto's solution](#)

**203.**

550C

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

Quality: 32,139 global accepts · Rating: 1500 · first AC: 2015-06-08 · last AC: 2016-07-05 · GNU C++ (first AC) · Tags: brute force, dp, math

[yancouto's solution](#)

**204.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

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

[yancouto's solution](#)

**205.**

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[yancouto's solution](#)

**206.**

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[yancouto's solution](#)

**207.**

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[yancouto's solution](#)

**208.**

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,392 global accepts · Rating: 1500 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, implementation

[yancouto's solution](#)

**209.**

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[yancouto's solution](#)

**210.**

611C

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

Quality: 9,035 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[yancouto's solution](#)

**211.**

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: implementation, math

[yancouto's solution](#)

**212.**

599B

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

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: implementation

[yancouto's solution](#)

**213.**

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: greedy

[yancouto's solution](#)

**214.**

189C

[Permutations](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: greedy, implementation

[yancouto's solution](#)

**215.**

588C

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

Rating: 1500 · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**216.**

587A

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

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[yancouto's solution](#)

**217.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,467 global accepts · Rating: 1500 · first AC: 2015-09-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[yancouto's solution](#)

**218.**

576A

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

Quality: 15,930 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[yancouto's solution](#)

**219.**

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-08-25 · GNU C++11 (first AC) · Tags: greedy, math

[yancouto's solution](#)

**220.**

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-08-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[yancouto's solution](#)

**221.**

496B

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

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2015-08-03 · last AC: 2015-08-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[yancouto's solution](#)

**222.**

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,155 global accepts · Rating: 1500 · first AC: 2015-08-03 · last AC: 2015-08-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[yancouto's solution](#)

**223.**

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2015-08-06 · last AC: 2015-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[yancouto's solution](#)

**224.**

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: implementation, math

[yancouto's solution](#)

**225.**

566F

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

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

[yancouto's solution](#)

**226.**

330C

[Purification](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-07-15 · GNU C++11 (first AC) · Tags: matrices

[yancouto's solution](#)

**227.**

356A

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

Quality: 16,790 global accepts · Rating: 1500 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: data structures, dsu  
[yancouto's solution](#)

**228.**

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, sortings  
[yancouto's solution](#)

**229.**

556C

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

Rating: 1500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: implementation  
[yancouto's solution](#)

**230.**

553A

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

Quality: 9,832 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math  
[yancouto's solution](#)

**231.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,648 global accepts · Rating: 1500 · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: brute force, dp, greedy, implementation, strings  
[yancouto's solution](#)

**232.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,876 global accepts · Rating: 1500 · first AC: 2015-05-20 · GNU C++ (first AC) · Tags: dp, greedy  
[yancouto's solution](#)

**233.**

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities  
[yancouto's solution](#)

**234.**

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: implementation, probabilities, strings  
[yancouto's solution](#)

**235.**

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms  
[yancouto's solution](#)

**236.**

906A

[Shockers](#) · [Tutorial](#)

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

**237.**

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms  
[yancouto's solution](#)

**238.**

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: greedy, two pointers

[yancouto's solution](#)

**239.**

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms

[yancouto's solution](#)

**240.**

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

[yancouto's solution](#)

**241.**

795K

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

Rating: 1600 · first AC: 2017-04-05 · D (first AC) · Tags: \*special, implementation, strings

[yancouto's solution](#)

**242.**

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: dp, two pointers

[yancouto's solution](#)

**243.**

781A

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

Rating: 1600 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[yancouto's solution](#)

**244.**

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers

[yancouto's solution](#)

**245.**

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[yancouto's solution](#)

**246.**

741B

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

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu

[yancouto's solution](#)

**247.**

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, math

[yancouto's solution](#)

**248.**

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, number theory

[yancouto's solution](#)

**249.**

736A

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

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math  
[yancouto's solution](#)

**250.**

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2016-11-21 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings  
[yancouto's solution](#)

**251.**

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: implementation  
[yancouto's solution](#)

**252.**

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings  
[yancouto's solution](#)

**253.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu  
[yancouto's solution](#)

**254.**

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[yancouto's solution](#)

**255.**

704A

[Thor](#) · [Tutorial](#)

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

**256.**

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees  
[yancouto's solution](#)

**257.**

683C

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

Quality: 335 global accepts · Rating: 1600 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: \*special  
[yancouto's solution](#)

**258.**

683B

[The Teacher of Physical Education](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 1600 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: \*special  
[yancouto's solution](#)

**259.**

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: implementation

[yancouto's solution](#)

**260.**

678C

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

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[yancouto's solution](#)

**261.**

372A

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

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, two pointers

[yancouto's solution](#)

**262.**

167A

[Wizards and Trolleybuses](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 1600 · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: implementation, math

[yancouto's solution](#)

**263.**

674B

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

Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[yancouto's solution](#)

**264.**

665A

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

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: implementation

[yancouto's solution](#)

**265.**

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[yancouto's solution](#)

**266.**

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[yancouto's solution](#)

**267.**

657A

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

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

[yancouto's solution](#)

**268.**

655C

[Enduring Exodus](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers

[yancouto's solution](#)

**269.**

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,664 global accepts · Rating: 1600 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: geometry, implementation

[yancouto's solution](#)

**270.**

626C

[Block Towers](#) · [Tutorial](#)

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

[yancouto's solution](#)

**271.**

616C

[The Labyrinth](#) · [Tutorial](#)

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

[yancouto's solution](#)

**272.**

616D

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

Quality: 12,376 global accepts · Rating: 1600 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[yancouto's solution](#)

**273.**

615B

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

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

[yancouto's solution](#)

**274.**

607A

[Chain Reaction](#) · [Tutorial](#)

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

[yancouto's solution](#)

**275.**

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: binary search, math, sortings

[yancouto's solution](#)

**276.**

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[yancouto's solution](#)

**277.**

283A

[Cows and Sequence](#) · [Tutorial](#)

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[yancouto's solution](#)

**278.**

605A

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

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

[yancouto's solution](#)

**279.**

603A

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

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math

[yancouto's solution](#)

**280.**

284C

[Cows and Sequence](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp

[yancouto's solution](#)

**281.**

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: combinatorics, data structures,

implementation

[yancouto's solution](#)

**282.**

600A

[Extract Numbers](#) · [Tutorial](#)

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

[yancouto's solution](#)

**283.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[yancouto's solution](#)

**284.**

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: sortings

[yancouto's solution](#)

**285.**

593B

[Anton and Lines](#) · [Tutorial](#)

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

[yancouto's solution](#)

**286.**

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,126 global accepts · Rating: 1600 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: math, number theory

[yancouto's solution](#)

**287.**

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: greedy

[yancouto's solution](#)

**288.**

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[yancouto's solution](#)

**289.**

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: greedy, math

[yancouto's solution](#)

**290.**

573B

[Bear and Blocks](#) · [Tutorial](#)

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

[yancouto's solution](#)

**291.**

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2015-08-26 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[yancouto's solution](#)

**292.**

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-08-24 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math  
[yancouto's solution](#)

### 293.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-08-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation  
[yancouto's solution](#)

### 294.

568A

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

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

### 295.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2015-07-27 · GNU C++11 (first AC) · Tags: brute force, geometry, math  
[yancouto's solution](#)

### 296.

560C

[Gerald's Hexagon](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-07-27 · GNU C++11 (first AC) · Tags: geometry  
[yancouto's solution](#)

### 297.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2015-07-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy  
[yancouto's solution](#)

### 298.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation  
[yancouto's solution](#)

### 299.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms  
[yancouto's solution](#)

### 300.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs  
[yancouto's solution](#)

### 301.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers  
[yancouto's solution](#)

### 302.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: math, number theory

[yancouto's solution](#)

**303.**

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[yancouto's solution](#)

**304.**

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[yancouto's solution](#)

**305.**

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[yancouto's solution](#)

**306.**

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

[yancouto's solution](#)

**307.**

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: \*special

[yancouto's solution](#)

**308.**

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, strings

[yancouto's solution](#)

**309.**

759A

[Pavel and barbecue](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[yancouto's solution](#)

**310.**

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[yancouto's solution](#)

**311.**

632C

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

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: sortings, strings

[yancouto's solution](#)

**312.**

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[yancouto's solution](#)

**313.**

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yancouto's solution](#)

**314.**

737A

[Road to Cinema](#) · [Tutorial](#)

Quality: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: binary search

[yancouto's solution](#)

**315.**

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, implementation, math

[yancouto's solution](#)

**316.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,770 global accepts · Rating: 1700 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[yancouto's solution](#)

**317.**

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[yancouto's solution](#)

**318.**

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[yancouto's solution](#)

**319.**

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[yancouto's solution](#)

**320.**

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: math, number theory

[yancouto's solution](#)

**321.**

670E

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

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

[yancouto's solution](#)

**322.**

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation

[yancouto's solution](#)

**323.**

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, data structures, two pointers

[yancouto's solution](#)

**324.**

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-03-12 · GNU C++11 (first AC) · Tags: data structures

[yancouto's solution](#)

**325.**

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-03-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, implementation, math

[yancouto's solution](#)

**326.**

622C

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

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

[yancouto's solution](#)

**327.**

621C

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

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory, probabilities

[yancouto's solution](#)

**328.**

598D

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

Quality: 13,095 global accepts · Rating: 1700 · first AC: 2015-12-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[yancouto's solution](#)

**329.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1700 · first AC: 2015-10-27 · last AC: 2015-12-10 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[yancouto's solution](#)

**330.**

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[yancouto's solution](#)

**331.**

605B

[Lazy Student](#) · [Tutorial](#)

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

[yancouto's solution](#)

**332.**

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1700 · first AC: 2015-12-06 · GNU C++11 (first AC) · Tags: binary search, math

[yancouto's solution](#)

**333.**

296D

[Greg and Graph](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: dp, graphs

[yancouto's solution](#)

**334.**

284D

[Cow Program](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[yancouto's solution](#)

**335.**

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: dp

[yancouto's solution](#)

**336.**

181D

[Word Cut](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: dp

[yancouto's solution](#)

**337.**

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2015-11-23 · last AC: 2015-11-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[yancouto's solution](#)

**338.**

360A

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

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2015-10-22 · last AC: 2015-11-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[yancouto's solution](#)

**339.**

596C

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

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

[yancouto's solution](#)

**340.**

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[yancouto's solution](#)

**341.**

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation

[yancouto's solution](#)

**342.**

585B

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

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

[yancouto's solution](#)

**343.**

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[yancouto's solution](#)

**344.**

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: brute force

[yancouto's solution](#)

**345.**

578B

["Or" Game · Tutorial](#)

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

**346.**

578A

[A Problem about Polyline · Tutorial](#)

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

**347.**

464A

[No to Palindromes! · Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: greedy, strings  
[yancouto's solution](#)

**348.**

567D

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

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings  
[yancouto's solution](#)

**349.**

567C

[Geometric Progression · Tutorial](#)

Quality: 10,434 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp  
[yancouto's solution](#)

**350.**

559B

[Equivalent Strings · Tutorial](#)

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2015-07-27 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings  
[yancouto's solution](#)

**351.**

216D

[Spider's Web · Tutorial](#)

Quality: 1,500 global accepts · Rating: 1700 · first AC: 2015-07-16 · last AC: 2015-07-16 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers  
[yancouto's solution](#)

**352.**

439D

[Devu and his Brother · Tutorial](#)

Quality: 6,851 global accepts · Rating: 1700 · first AC: 2015-07-15 · GNU C++11 (first AC) · Tags: binary search, sortings, ternary search, two pointers  
[yancouto's solution](#)

**353.**

546D

[Soldier and Number Game · Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-05-23 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math, number theory  
[yancouto's solution](#)

**354.**

939E

[Maximize! · Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search, two pointers  
[yancouto's solution](#)

**355.**

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: dp

[yancouto's solution](#)

**356.**

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1800 · first AC: 2017-11-21 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[yancouto's solution](#)

**357.**

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,029 global accepts · Rating: 1800 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[yancouto's solution](#)

**358.**

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2017-10-03 · last AC: 2017-10-03 · GNU C++11 (first AC) · Tags: data structures, implementation

[yancouto's solution](#)

**359.**

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-31 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[yancouto's solution](#)

**360.**

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[yancouto's solution](#)

**361.**

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[yancouto's solution](#)

**362.**

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[yancouto's solution](#)

**363.**

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[yancouto's solution](#)

**364.**

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2016-11-21 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[yancouto's solution](#)

**365.**

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: greedy, implementation  
[yancouto's solution](#)

**366.**

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive  
[yancouto's solution](#)

**367.**

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: data structures, greedy  
[yancouto's solution](#)

**368.**

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory  
[yancouto's solution](#)

**369.**

683F

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

Quality: 168 global accepts · Rating: 1800 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: \*special  
[yancouto's solution](#)

**370.**

683E

[Hammer throwing](#) · [Tutorial](#)

Quality: 202 global accepts · Rating: 1800 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: \*special  
[yancouto's solution](#)

**371.**

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, expression parsing, greedy, math  
[yancouto's solution](#)

**372.**

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities  
[yancouto's solution](#)

**373.**

671A

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

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation  
[yancouto's solution](#)

**374.**

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: data structures, trees  
[yancouto's solution](#)

**375.**

666A

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

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[yancouto's solution](#)

**376.**

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2016-04-20 · last AC: 2016-04-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[yancouto's solution](#)

**377.**

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: data structures, sortings

[yancouto's solution](#)

**378.**

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers

[yancouto's solution](#)

**379.**

655D

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

Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[yancouto's solution](#)

**380.**

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[yancouto's solution](#)

**381.**

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[yancouto's solution](#)

**382.**

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms

[yancouto's solution](#)

**383.**

612D

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

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: greedy, sortings

[yancouto's solution](#)

**384.**

603B

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

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

[yancouto's solution](#)

**385.**

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[yancouto's solution](#)

**386.**

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: dp, shortest paths

[yancouto's solution](#)

**387.**

189D

[AlgoRace](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: dp, shortest paths

[yancouto's solution](#)

**388.**

585A

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

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: brute force, implementation

[yancouto's solution](#)

**389.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[yancouto's solution](#)

**390.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,876 global accepts · Rating: 1800 · first AC: 2015-09-24 · GNU C++11 (first AC) · Tags: bitmasks, dp

[yancouto's solution](#)

**391.**

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-08-25 · GNU C++11 (first AC) · Tags: dp, greedy

[yancouto's solution](#)

**392.**

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-08-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[yancouto's solution](#)

**393.**

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[yancouto's solution](#)

**394.**

478C

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

Quality: 20,594 global accepts · Rating: 1800 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: greedy

[yancouto's solution](#)

**395.**

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1800 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[yancouto's solution](#)

**396.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2015-05-31 · GNU C++ (first AC) · Tags: dp

[yancouto's solution](#)

**397.**

536B

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

Rating: 1900 · first AC: 2015-08-20 · last AC: 2018-08-20 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings  
[yancouto's solution](#)

**398.**

959E

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

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, implementation, math  
[yancouto's solution](#)

**399.**

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[yancouto's solution](#)

**400.**

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: data structures, dp  
[yancouto's solution](#)

**401.**

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[yancouto's solution](#)

**402.**

848B

[Rooter's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers  
[yancouto's solution](#)

**403.**

819B

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

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math  
[yancouto's solution](#)

**404.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings  
[yancouto's solution](#)

**405.**

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[yancouto's solution](#)

**406.**

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 1900 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation  
[yancouto's solution](#)

**407.**

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: bitmasks, trees

[yancouto's solution](#)

**408.**

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[yancouto's solution](#)

**409.**

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, strings

[yancouto's solution](#)

**410.**

750D

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

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

[yancouto's solution](#)

**411.**

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[yancouto's solution](#)

**412.**

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: graphs, greedy

[yancouto's solution](#)

**413.**

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: dp

[yancouto's solution](#)

**414.**

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[yancouto's solution](#)

**415.**

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: math

[yancouto's solution](#)

**416.**

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, math

[yancouto's solution](#)

**417.**

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

[yancouto's solution](#)

**418.**

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[yancouto's solution](#)

**419.**

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dp, strings

[yancouto's solution](#)

**420.**

683H

[Exchange of Books](#) · [Tutorial](#)

Quality: 124 global accepts · Rating: 1900 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: \*special

[yancouto's solution](#)

**421.**

683G

[The Fraction](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 1900 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: \*special

[yancouto's solution](#)

**422.**

372B

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

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, dp

[yancouto's solution](#)

**423.**

506A

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

Rating: 1900 · first AC: 2016-04-13 · GNU C++11 (first AC) · Tags: dp

[yancouto's solution](#)

**424.**

661B

[Seasons](#) · [Tutorial](#)

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

[yancouto's solution](#)

**425.**

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: geometry

[yancouto's solution](#)

**426.**

656A

[Da Vinci Powers](#) · [Tutorial](#)

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

[yancouto's solution](#)

**427.**

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[yancouto's solution](#)

**428.**

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers  
[yancouto's solution](#)

**429.**

622D

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

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: constructive algorithms  
[yancouto's solution](#)

**430.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp  
[yancouto's solution](#)

**431.**

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-12-12 · GNU C++11 (first AC) · Tags: data structures, dp, math, number theory, shortest paths  
[yancouto's solution](#)

**432.**

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: dp  
[yancouto's solution](#)

**433.**

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers  
[yancouto's solution](#)

**434.**

599D

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

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

**435.**

582B

[Once Again...](#) · [Tutorial](#)

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

**436.**

472D

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

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, shortest paths, trees  
[yancouto's solution](#)

**437.**

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-08-20 · GNU C++11 (first AC) · Tags: binary search, greedy, math  
[yancouto's solution](#)

**438.**

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2015-08-04 · last AC: 2015-08-17 · GNU C++11 (first AC) · Tags: binary search  
[yancouto's solution](#)

**439.**

566D

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

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-08-17 · GNU C++11 (first AC) · Tags: data structures, dsu  
[yancouto's solution](#)

**440.**

568B

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

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

**441.**

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-07-29 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings  
[yancouto's solution](#)

**442.**

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2015-07-18 · GNU C++11 (first AC) · Tags: data structures  
[yancouto's solution](#)

**443.**

367B

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

Quality: 2,681 global accepts · Rating: 1900 · first AC: 2015-07-15 · GNU C++11 (first AC) · Tags: binary search, data structures  
[yancouto's solution](#)

**444.**

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2015-07-10 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math  
[yancouto's solution](#)

**445.**

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2015-07-09 · GNU C++11 (first AC) · Tags: combinatorics, dp  
[yancouto's solution](#)

**446.**

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-07-02 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings  
[yancouto's solution](#)

**447.**

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-26 · GNU C++ (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math  
[yancouto's solution](#)

**448.**

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory  
[yancouto's solution](#)

**449.**

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation  
[yancouto's solution](#)

**450.**

548D

[Mike and Feet](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: binary search, data structures, dp  
[yancouto's solution](#)

**451.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math  
[yancouto's solution](#)

**452.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths  
[yancouto's solution](#)

**453.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2018-02-10 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory  
[yancouto's solution](#)

**454.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math  
[yancouto's solution](#)

**455.**

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[yancouto's solution](#)

**456.**

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 2000 · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: data structures, sortings  
[yancouto's solution](#)

**457.**

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees  
[yancouto's solution](#)

**458.**

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees  
[yancouto's solution](#)

**459.**

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[yancouto's solution](#)

**460.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[yancouto's solution](#)

**461.**

795L

[Bars](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-04-05 · GNU C++11 (first AC) · Tags: \*special, binary search, greedy

[yancouto's solution](#)

**462.**

795J

[Stepan's Series](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-04-05 · GNU C11 (first AC) · Tags: \*special, dp

[yancouto's solution](#)

**463.**

784G

[BF Calculator](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 2000 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: \*special

[yancouto's solution](#)

**464.**

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[yancouto's solution](#)

**465.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[yancouto's solution](#)

**466.**

766D

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

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[yancouto's solution](#)

**467.**

730I

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

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: dp, flows, graphs, greedy

[yancouto's solution](#)

**468.**

432D

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

Quality: 11,991 global accepts · Rating: 2000 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings, two pointers

[yancouto's solution](#)

**469.**

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[yancouto's solution](#)

**470.**

504B

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

Rating: 2000 · first AC: 2016-06-03 · GNU C++11 (first AC) · Tags: binary search, data structures, math

[yancouto's solution](#)

**471.**

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[yancouto's solution](#)

**472.**

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[yancouto's solution](#)

**473.**

661E

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

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

[yancouto's solution](#)

**474.**

661C

[Array Sum](#) · [Tutorial](#)

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

[yancouto's solution](#)

**475.**

656E

[Out of Controls](#) · [Tutorial](#)

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

[yancouto's solution](#)

**476.**

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[yancouto's solution](#)

**477.**

629D

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

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: data structures, dp

[yancouto's solution](#)

**478.**

629C

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

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: dp, strings

[yancouto's solution](#)

**479.**

621E

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

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: dp, matrices

[yancouto's solution](#)

**480.**

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, greedy, strings, trees

[yancouto's solution](#)

**481.**

615D

[Multipliers](#) · [Tutorial](#)

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

**482.**

611D

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

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings  
[yancouto's solution](#)

**483.**

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2015-12-20 · GNU C++11 (first AC) · Tags: brute force, dp  
[yancouto's solution](#)

**484.**

609D

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

Quality: 3,164 global accepts · Rating: 2000 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers  
[yancouto's solution](#)

**485.**

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2015-12-03 · last AC: 2015-12-10 · GNU C++11 (first AC) · Tags: combinatorics, dp  
[yancouto's solution](#)

**486.**

176C

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

Quality: 534 global accepts · Rating: 2000 · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms  
[yancouto's solution](#)

**487.**

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2015-11-14 · last AC: 2015-11-16 · GNU C++11 (first AC) · Tags: dfs and similar, dsu  
[yancouto's solution](#)

**488.**

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2015-10-22 · last AC: 2015-11-16 · GNU C++11 (first AC) · Tags: binary search, dp  
[yancouto's solution](#)

**489.**

578C

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

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

**490.**

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: brute force, geometry  
[yancouto's solution](#)

**491.**

516B

[Brazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: data structures, graph matchings, greedy, implementation  
[yancouto's solution](#)

**492.**

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2015-08-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[yancouto's solution](#)

**493.**

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2015-08-06 · last AC: 2015-08-17 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[yancouto's solution](#)

**494.**

542C

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

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2015-07-16 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[yancouto's solution](#)

**495.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2015-07-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[yancouto's solution](#)

**496.**

557D

[Vitaly and Cycle](#) · [Tutorial](#)

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

[yancouto's solution](#)

**497.**

556D

[Case of Fugitive](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[yancouto's solution](#)

**498.**

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2015-05-20 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[yancouto's solution](#)

**499.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-09-25 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[yancouto's solution](#)

**500.**

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: brute force, implementation, trees

[yancouto's solution](#)

**501.**

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: data structures, dp, graphs

[yancouto's solution](#)

**502.**

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[yancouto's solution](#)

**503.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,749 global accepts · Rating: 2100 · first AC: 2018-02-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[yancouto's solution](#)

**504.**

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: combinatorics, math, strings

[yancouto's solution](#)

**505.**

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2017-11-21 · GNU C++11 (first AC) · Tags: dp, graphs

[yancouto's solution](#)

**506.**

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[yancouto's solution](#)

**507.**

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: implementation, number theory

[yancouto's solution](#)

**508.**

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[yancouto's solution](#)

**509.**

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

[yancouto's solution](#)

**510.**

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[yancouto's solution](#)

**511.**

795B

[Significant Cups](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-04-05 · Java 8 (first AC) · Tags: \*special, binary search, sortings, two pointers

[yancouto's solution](#)

**512.**

795A

[Amusement Park](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-04-05 · JavaScript (first AC) · Tags: \*special, brute force, ternary search

[yancouto's solution](#)

**513.**

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[yancouto's solution](#)

**514.**

790B

[Bear and Tree Jumps](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[yancouto's solution](#)

**515.**

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[yancouto's solution](#)

**516.**

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: math, number theory

[yancouto's solution](#)

**517.**

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[yancouto's solution](#)

**518.**

754D

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

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

[yancouto's solution](#)

**519.**

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[yancouto's solution](#)

**520.**

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: data structures, graphs

[yancouto's solution](#)

**521.**

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: binary search, dfs and similar

[yancouto's solution](#)

**522.**

703D

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

Quality: 4,064 global accepts · Rating: 2100 · first AC: 2016-08-06 · GNU C++11 (first AC) · Tags: data structures

[yancouto's solution](#)

**523.**

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2016-06-07 · last AC: 2016-06-07 · GNU C++11 (first AC) · Tags: data structures, dp, math

[yancouto's solution](#)

**524.**

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[yancouto's solution](#)

**525.**

499E

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

Rating: 2100 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**526.**

665E

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

Quality: 4,426 global accepts · Rating: 2100 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees

[yancouto's solution](#)

**527.**

661D

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

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

[yancouto's solution](#)

**528.**

464C

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

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: dp

[yancouto's solution](#)

**529.**

609E

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

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2015-12-20 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[yancouto's solution](#)

**530.**

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: dfs and similar, number theory, trees

[yancouto's solution](#)

**531.**

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2015-10-27 · last AC: 2015-12-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[yancouto's solution](#)

**532.**

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: dp

[yancouto's solution](#)

**533.**

287E

[Main Sequence](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-12-06 · GNU C++11 (first AC) · Tags: data structures, greedy

[yancouto's solution](#)

**534.**

296E

[Greg and Friends](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp

[yancouto's solution](#)

**535.**

284E

[Coin Troubles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[yancouto's solution](#)

**536.**

601B

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

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

[yancouto's solution](#)

**537.**

590B

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

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

[yancouto's solution](#)

**538.**

576C

[Points on Plane](#) · [Tutorial](#)

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

[yancouto's solution](#)

**539.**

576B

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

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

[yancouto's solution](#)

**540.**

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-08-25 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[yancouto's solution](#)

**541.**

496E

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

Quality: 1,759 global accepts · Rating: 2100 · first AC: 2015-08-10 · last AC: 2015-08-17 · GNU C++11 (first AC) · Tags: greedy, sortings

[yancouto's solution](#)

**542.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2015-07-16 · last AC: 2015-07-17 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[yancouto's solution](#)

**543.**

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[yancouto's solution](#)

**544.**

551D

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

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[yancouto's solution](#)

**545.**

546E

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

Quality: 4,313 global accepts · Rating: 2100 · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: flows, graphs, math

[yancouto's solution](#)

**546.**

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,115 global accepts · Rating: 2200 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[yancouto's solution](#)

**547.**

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: binary search, dp, trees

[yancouto's solution](#)

**548.**

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-10 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[yancouto's solution](#)

**549.**

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: dp

[yancouto's solution](#)

**550.**

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[yancouto's solution](#)

**551.**

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: bitmasks, dp

[yancouto's solution](#)

**552.**

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, strings

[yancouto's solution](#)

**553.**

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: brute force, data structures, trees

[yancouto's solution](#)

**554.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and

conquer, dp, two pointers

[yancouto's solution](#)

**555.**

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[yancouto's solution](#)

**556.**

863F

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

Quality: 1,526 global accepts · Rating: 2200 · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: flows

[yancouto's solution](#)

**557.**

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[yancouto's solution](#)

**558.**

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[yancouto's solution](#)

**559.**

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[yancouto's solution](#)

**560.**

806C

[Prairie Partition](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[yancouto's solution](#)

**561.**

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[yancouto's solution](#)

**562.**

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, data structures

[yancouto's solution](#)

**563.**

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: bitmasks, dp

[yancouto's solution](#)

**564.**

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings

[yancouto's solution](#)

**565.**

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-12-15 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[yancouto's solution](#)

**566.**

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[yancouto's solution](#)

**567.**

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: greedy, implementation

[yancouto's solution](#)

**568.**

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2016-01-11 · last AC: 2016-08-10 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[yancouto's solution](#)

**569.**

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[yancouto's solution](#)

**570.**

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[yancouto's solution](#)

**571.**

506B

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

Rating: 2200 · first AC: 2016-04-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[yancouto's solution](#)

**572.**

657B

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

Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: math

[yancouto's solution](#)

**573.**

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-19 · last AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[yancouto's solution](#)

**574.**

655E

[Intellectual Inquiry](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[yancouto's solution](#)

**575.**

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[yancouto's solution](#)

**576.**

634D

[Package Delivery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-03-12 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[yancouto's solution](#)

**577.**

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[yancouto's solution](#)

**578.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,283 global accepts · Rating: 2200 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: dp

[yancouto's solution](#)

**579.**

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,897 global accepts · Rating: 2200 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[yancouto's solution](#)

**580.**

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[yancouto's solution](#)

**581.**

287D

[Shifting](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-12-06 · last AC: 2015-12-06 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**582.**

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: games, math

[yancouto's solution](#)

**583.**

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: dp, greedy

[yancouto's solution](#)

**584.**

590C

[Three States](#) · [Tutorial](#)

Quality: 3,554 global accepts · Rating: 2200 · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[yancouto's solution](#)

**585.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures, trees

[yancouto's solution](#)

**586.**

461C

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

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2015-08-26 · GNU C++11 (first AC) · Tags: data structures, implementation  
[yancouto's solution](#)

**587.**

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-08-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory  
[yancouto's solution](#)

**588.**

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-08-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees  
[yancouto's solution](#)

**589.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,044 global accepts · Rating: 2200 · first AC: 2015-08-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees  
[yancouto's solution](#)

**590.**

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2015-08-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths  
[yancouto's solution](#)

**591.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,098 global accepts · Rating: 2200 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory  
[yancouto's solution](#)

**592.**

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2015-07-14 · last AC: 2015-07-15 · GNU C++11 (first AC) · Tags: hashing, strings  
[yancouto's solution](#)

**593.**

556E

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

Rating: 2200 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: binary search, data structures  
[yancouto's solution](#)

**594.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,877 global accepts · Rating: 2200 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers  
[yancouto's solution](#)

**595.**

549C

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

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-10 · GNU C++ (first AC) · Tags: games  
[yancouto's solution](#)

**596.**

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yancouto's solution](#)

**597.**

548C

[Mike and Frog](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-05-28 · GNU C++ (first AC) · Tags: greedy, math, number theory

[yancouto's solution](#)

**598.**

1549F1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, number theory

[yancouto's solution](#)

**599.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[yancouto's solution](#)

**600.**

78E

[Evacuation](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2300 · first AC: 2018-03-21 · GNU C++11 (first AC) · Tags: flows, graphs, shortest paths

[yancouto's solution](#)

**601.**

438D

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

Quality: 11,602 global accepts · Rating: 2300 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: data structures, math

[yancouto's solution](#)

**602.**

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2018-02-19 · last AC: 2018-02-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[yancouto's solution](#)

**603.**

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: combinatorics, math

[yancouto's solution](#)

**604.**

901C

[Bipartite Segments](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[yancouto's solution](#)

**605.**

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2017-11-28 · GNU C++11 (first AC) · Tags: dp

[yancouto's solution](#)

**606.**

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: data structures, probabilities

[yancouto's solution](#)

**607.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs  
[yancouto's solution](#)

**608.**

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: data structures, implementation  
[yancouto's solution](#)

**609.**

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs  
[yancouto's solution](#)

**610.**

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: brute force, data structures, dp  
[yancouto's solution](#)

**611.**

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2017-08-31 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math  
[yancouto's solution](#)

**612.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2017-08-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy  
[yancouto's solution](#)

**613.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2300 · first AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees  
[yancouto's solution](#)

**614.**

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings  
[yancouto's solution](#)

**615.**

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, ternary search  
[yancouto's solution](#)

**616.**

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-04-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths  
[yancouto's solution](#)

**617.**

795E

[Big Number and Remainder](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-05 · Python 3 (first AC) · Tags: \*special, brute force, number theory

[yancouto's solution](#)

**618.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2300 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[yancouto's solution](#)

**619.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[yancouto's solution](#)

**620.**

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: games, math

[yancouto's solution](#)

**621.**

677E

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

Quality: 755 global accepts · Rating: 2300 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation

[yancouto's solution](#)

**622.**

675E

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

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[yancouto's solution](#)

**623.**

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[yancouto's solution](#)

**624.**

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[yancouto's solution](#)

**625.**

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[yancouto's solution](#)

**626.**

629E

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

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[yancouto's solution](#)

**627.**

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: data structures, implementation

[yancouto's solution](#)

**628.**

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[yancouto's solution](#)

**629.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2015-12-20 · GNU C++11 (first AC) · Tags: geometry, sortings

[yancouto's solution](#)

**630.**

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: brute force, number theory

[yancouto's solution](#)

**631.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[yancouto's solution](#)

**632.**

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[yancouto's solution](#)

**633.**

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: dp, math, probabilities, sortings

[yancouto's solution](#)

**634.**

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: meet-in-the-middle

[yancouto's solution](#)

**635.**

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2015-09-24 · GNU C++11 (first AC) · Tags: graphs, hashing, sortings

[yancouto's solution](#)

**636.**

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2015-09-24 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[yancouto's solution](#)

**637.**

516C

[Brazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: data structures

[yancouto's solution](#)

**638.**

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[yancouto's solution](#)

**639.**

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2015-08-14 · GNU C++11 (first AC) · Tags: combinatorics, dp

[yancouto's solution](#)

**640.**

558D

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

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2015-07-18 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[yancouto's solution](#)

**641.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 2300 · first AC: 2015-07-18 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[yancouto's solution](#)

**642.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2400 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[yancouto's solution](#)

**643.**

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2015-07-16 · last AC: 2025-04-29 · GNU C++11 (first AC) · Tags: games, implementation

[yancouto's solution](#)

**644.**

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[yancouto's solution](#)

**645.**

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[yancouto's solution](#)

**646.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2400 · first AC: 2018-04-03 · last AC: 2018-04-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, matrices

[yancouto's solution](#)

**647.**

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: data structures, dp

[yancouto's solution](#)

**648.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2015-09-06 · last AC: 2018-02-21 · GNU C++11 (first AC) · Tags: data structures

[yancouto's solution](#)

**649.**

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2018-02-10 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[yancouto's solution](#)

**650.**

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs  
[yancouto's solution](#)

**651.**

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: dsu, string suffix structures, strings  
[yancouto's solution](#)

**652.**

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2017-08-31 · GNU C++11 (first AC) · Tags: binary search, data structures  
[yancouto's solution](#)

**653.**

815C

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

Quality: 3,319 global accepts · Rating: 2400 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees  
[yancouto's solution](#)

**654.**

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs  
[yancouto's solution](#)

**655.**

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing  
[yancouto's solution](#)

**656.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2017-03-24 · GNU C++11 (first AC) · Tags: data structures, divide and conquer  
[yancouto's solution](#)

**657.**

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-05 · last AC: 2017-03-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices  
[yancouto's solution](#)

**658.**

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: dp  
[yancouto's solution](#)

**659.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2016-12-29 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft, math  
[yancouto's solution](#)

**660.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,837 global accepts · Rating: 2400 · first AC: 2016-10-09 · last AC: 2016-10-09 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees  
[yancouto's solution](#)

**661.**

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[yancouto's solution](#)

**662.**

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2016-04-13 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[yancouto's solution](#)

**663.**

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[yancouto's solution](#)

**664.**

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2400 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[yancouto's solution](#)

**665.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2015-12-12 · GNU C++11 (first AC) · Tags: data structures, dp

[yancouto's solution](#)

**666.**

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[yancouto's solution](#)

**667.**

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: dp, trees, two pointers

[yancouto's solution](#)

**668.**

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: data structures, sortings

[yancouto's solution](#)

**669.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[yancouto's solution](#)

**670.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2015-05-29 · GNU C++ (first AC) · Tags: data structures, math, number theory

[yancouto's solution](#)

**671.**

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: data structures, games, implementation

[yancouto's solution](#)

**672.**

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms  
[yancouto's solution](#)

**673.**

887F

[Row of Models](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2500 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: greedy, sortings  
[yancouto's solution](#)

**674.**

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: flows, graphs, greedy  
[yancouto's solution](#)

**675.**

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy  
[yancouto's solution](#)

**676.**

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: bitmasks, dp  
[yancouto's solution](#)

**677.**

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees  
[yancouto's solution](#)

**678.**

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dp  
[yancouto's solution](#)

**679.**

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: data structures  
[yancouto's solution](#)

**680.**

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings  
[yancouto's solution](#)

**681.**

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-06-03 · GNU C++11 (first AC) · Tags: implementation, math  
[yancouto's solution](#)

**682.**

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: combinatorics, strings

[yancouto's solution](#)

**683.**

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: flows, graphs

[yancouto's solution](#)

**684.**

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: data structures, geometry

[yancouto's solution](#)

**685.**

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: binary search, implementation

[yancouto's solution](#)

**686.**

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2015-12-20 · GNU C++11 (first AC) · Tags: data structures, greedy

[yancouto's solution](#)

**687.**

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[yancouto's solution](#)

**688.**

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2015-10-26 · last AC: 2015-11-16 · GNU C++11 (first AC) · Tags: combinatorics, dp

[yancouto's solution](#)

**689.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2015-09-24 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[yancouto's solution](#)

**690.**

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[yancouto's solution](#)

**691.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2015-08-11 · last AC: 2015-08-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[yancouto's solution](#)

**692.**

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[yancouto's solution](#)

**693.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2600 · first AC: 2018-02-27 · GNU C++11 (first AC) · Tags: brute force, data structures

[yancouto's solution](#)

**694.**

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: data structures, greedy

[yancouto's solution](#)

**695.**

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[yancouto's solution](#)

**696.**

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[yancouto's solution](#)

**697.**

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-11-21 · GNU C++11 (first AC) · Tags: brute force, greedy

[yancouto's solution](#)

**698.**

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[yancouto's solution](#)

**699.**

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: data structures, trees

[yancouto's solution](#)

**700.**

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: dp

[yancouto's solution](#)

**701.**

321E

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

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2015-11-23 · last AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[yancouto's solution](#)

**702.**

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 2600 · first AC: 2015-11-22 · GNU C++11 (first AC) · Tags: number theory

[yancouto's solution](#)

**703.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-05-31 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[yancouto's solution](#)

**704.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu  
[yancouto's solution](#)

### 705.

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2018-03-21 · last AC: 2018-04-04 · GNU C++11 (first AC) · Tags: flows, graphs  
[yancouto's solution](#)

### 706.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: data structures, dp, geometry  
[yancouto's solution](#)

### 707.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: data structures, graphs  
[yancouto's solution](#)

### 708.

871D

[Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: number theory, sortings  
[yancouto's solution](#)

### 709.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees  
[yancouto's solution](#)

### 710.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2016-04-11 · last AC: 2016-05-15 · GNU C++11 (first AC) · Tags: data structures, sortings, string suffix structures, strings  
[yancouto's solution](#)

### 711.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: data structures, dp  
[yancouto's solution](#)

### 712.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths  
[yancouto's solution](#)

### 713.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2016-03-14 · last AC: 2016-03-14 · GNU C++11 (first AC) · Tags: data structures, implementation, string suffix structures, two pointers  
[yancouto's solution](#)

### 714.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2015-11-22 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths  
[yancouto's solution](#)

**715.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2018-07-04 · GNU C++11 (first AC) · Tags: dp, games  
[yancouto's solution](#)

**716.**

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2018-03-05 · GNU C++11 (first AC) · Tags: data structures, dp, math  
[yancouto's solution](#)

**717.**

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: number theory  
[yancouto's solution](#)

**718.**

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2017-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp  
[yancouto's solution](#)

**719.**

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp  
[yancouto's solution](#)

**720.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 2900 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees  
[yancouto's solution](#)

**721.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2016-06-02 · GNU C++11 (first AC) · Tags: data structures, dp, greedy  
[yancouto's solution](#)

**722.**

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2025-05-31 · last AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths  
[yancouto's solution](#)

**723.**

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: data structures  
[yancouto's solution](#)

**724.**

806E

[Blog Post Rating](#) · [Tutorial](#)

Rating: 3000 · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[yancouto's solution](#)

**725.**

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2016-06-06 · last AC: 2016-06-06 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[yancouto's solution](#)

**726.**

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2018-03-19 · last AC: 2018-03-19 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**727.**

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: data structures

[yancouto's solution](#)

**728.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[yancouto's solution](#)

**729.**

730L

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

Quality: 93 global accepts · Rating: 3200 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: data structures

[yancouto's solution](#)

**730.**

105492H

[Horse Habitat](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yancouto's solution](#)

**731.**

105492M

[Museum Visit](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yancouto's solution](#)

**732.**

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yancouto's solution](#)

**733.**

105492K

[Karaoke Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yancouto's solution](#)

**734.**

105492B

[Buggy Blinkers](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yancouto's solution](#)

**735.**

105492C

[Concurrent Contests](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[yancouto's solution](#)

**736.**

105492E

[Extraterrestrial Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[yancouto's solution](#)

**737.**

105492A

[``Aaawww...'' or ``Aaayyy!!!''](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[yancouto's solution](#)

**738.**

105492G

[Grocery Greed](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[yancouto's solution](#)

**739.**

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[yancouto's solution](#)

**740.**

105492J

[Jumbled Scoreboards](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[yancouto's solution](#)

**741.**

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, number theory

[yancouto's solution](#)

**742.**

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, geometry

[yancouto's solution](#)

**743.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, games, interactive

[yancouto's solution](#)

**744.**

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, expression parsing, number theory

[yancouto's solution](#)

**745.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, geometry

[yancouto's solution](#)

**746.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, string suffix structures

[yancouto's solution](#)

**747.**

101512G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**748.**

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**749.**

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**750.**

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · Python 3 (first AC) · Tags: —

[yancouto's solution](#)

**751.**

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[yancouto's solution](#)

**752.**

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[yancouto's solution](#)

**753.**

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[yancouto's solution](#)

**754.**

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[yancouto's solution](#)

**755.**

101810A

[Careful Thief](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[yancouto's solution](#)

**756.**

101810J

[T-Shirts Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[yancouto's solution](#)

**757.**

101810E

[N-Dimensional Grid](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[yancouto's solution](#)

**758.**

101810M

[Greedy Pirate](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[yancouto's solution](#)

**759.**

101810D

[Magic Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**760.**

101810B

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

Rating: — · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**761.**

101810F

[Minimum Sum of Array](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**762.**

101810I

[Split the Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**763.**

101810H

[Making Friends](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**764.**

101810C

[Flip the Bits](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**765.**

100274E

[Magical Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yancouto's solution](#)

**766.**

100274B

[Genetic Fraud](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yancouto's solution](#)

**767.**

101657K

[Tree Count](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yancouto's solution](#)

**768.**

101669E

[Looping Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**769.**

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**770.**

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**771.**

101669F

[Binary Transformations](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**772.**

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**773.**

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**774.**

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**775.**

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**776.**

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-22 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**777.**

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-22 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**778.**

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-22 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**779.**

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-22 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**780.**

100491A

[Arbitrage](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · last AC: 2018-04-04 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**781.**

100491H

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · last AC: 2018-04-04 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**782.**

101492C

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-26 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**783.**

101368A

[Battle](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · last AC: 2017-11-26 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**784.**

101237J

[Dividing Area](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**785.**

101237C

[The Palindrome Extraction](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**786.**

101237E

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

Rating: — · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**787.**

101237A

[MEX-Query](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**788.**

101237F

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

Rating: — · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**789.**

101237D

[Short Enough Task](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**790.**

100622E

[Enigmatic Device](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-11 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**791.**

100622I

[Image Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-11 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**792.**

100622K

[Kripke Model](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-11 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**793.**

100622C

[Circles on a Screen](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-11 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**794.**

100622J

[Jealous Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-11 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**795.**

100622H

[Homo or Hetero?](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-11 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**796.**

100622A

[Auxiliary Question of the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-11 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**797.**

100622B

[Bureaucracy](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-11 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**798.**

100622D

[Dragon's Question](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-11 · Python 3 (first AC) · Tags: —  
[yancouto's solution](#)

**799.**

101368D

[Double cyclic](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**800.**

101368G

[Problem Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**801.**

101368C

[Control function](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**802.**

101368B

[Beatiful graph](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**803.**

101368F

[Rebus](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**804.**

101368J

[XYZX 2009](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**805.**

101385H

[Simplicity is the Ultimate Sophistication](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**806.**

101385D

[Interleave Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**807.**

101385C

[Two Equal Squares](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**808.**

101385G

[Power Sum Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**809.**

101385E

[Alternate Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**810.**

100343F

[Substring Search](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-25 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**811.**

100343E

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

Rating: — · first AC: 2017-08-25 · Python 3 (first AC) · Tags: —

[yancouto's solution](#)

**812.**

100343A

[Kingdom Division](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-25 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**813.**

100343I

[Video on Demand](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-25 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**814.**

100343H

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

Rating: — · first AC: 2017-08-25 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**815.**

100343C

[Late Again](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-25 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**816.**

100343B

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

Rating: — · first AC: 2017-08-25 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**817.**

100753E

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

Rating: — · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**818.**

100753C

[Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**819.**

100753G

[Extreme Sort](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**820.**

100365C

[Arbitrage](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-24 · Python 3 (first AC) · Tags: —  
[yancouto's solution](#)

**821.**

100151E

[Berland Chess](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-19 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**822.**

100151C

[Dice Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**823.**

100151A

[Bonnie and Clyde](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**824.**

100151K

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**825.**

100151B

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

Rating: — · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**826.**

101190C

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

Rating: — · first AC: 2017-08-17 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**827.**

101190K

[Kids Designing Kids](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-17 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**828.**

100253D

[Grumpy Cat](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[yancouto's solution](#)

**829.**

100253A

[TV](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[yancouto's solution](#)

**830.**

100253E

[Scientific Battalion](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[yancouto's solution](#)

**831.**

100253B

[Travelling Camera Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[yancouto's solution](#)

**832.**

100253J

[Contest, Another Contest and Train](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[yancouto's solution](#)

**833.**

100253I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[yancouto's solution](#)

**834.**

100253H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-04 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**835.**

100253K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[yancouto's solution](#)

**836.**

100253F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**837.**

100253L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**838.**

101201G

[Maximum Islands](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**839.**

101201K

[Tournament Wins](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**840.**

101201F

[Illumination](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**841.**

101201B

[Buggy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**842.**

101201J

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**843.**

101201H

[Paint](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**844.**

101201I

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**845.**

101201C

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**846.**

101201A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[yancouto's solution](#)

**847.**

101170D

[Driving in Optimistan](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**848.**

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**849.**

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**850.**

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**851.**

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**852.**

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**853.**

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**854.**

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**855.**

101170E

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

Rating: — · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yancouto's solution](#)

**856.**

100739G

[Old town](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**857.**

100739A

[Queries](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**858.**

100739J

[Longest cheap palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**859.**

100739I

[Red and yellow](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**860.**

100739D

[Board](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-20 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**861.**

100739F

[What were those numbers?](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-20 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**862.**

100739B

[Yet another vector problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-20 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**863.**

100247G

[City Square](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**864.**

100247K

[Three Contests](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**865.**

100247I

[Meteor Flow](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**866.**

100247E

[Of Groups and Rights](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**867.**

100247L

[For the Honest Election](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**868.**

100247A

[The Power of the Dark Side](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**869.**

100247F

[Battle Fury](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**870.**

100247C

[Victor's Research](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**871.**

100247J

[The Best Statement](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**872.**

100247H

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

Rating: — · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**873.**

100247D

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**874.**

100247B

[Similar Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**875.**

100363C

[Center of the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**876.**

100363D

[Cyclic Index](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**877.**

100363B

[Busy Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**878.**

100363J

[Subtrees](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —  
[yancouto's solution](#)

**879.**

100363F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**880.**

100363E

[New Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**881.**

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**882.**

101190L

[List of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-14 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**883.**

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-14 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**884.**

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-14 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**885.**

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-14 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**886.**

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-14 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**887.**

100603E

[Bytie-boy's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-04 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**888.**

100603J

[Trains](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-04 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**889.**

100603G

[Ticket Inspector](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-04 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**890.**

100603C

[Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-04 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**891.**

101246A

[Bencoding](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-04 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**892.**

101252B

[Kakuro](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**893.**

101252F

[The Monochrome Picture](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**894.**

101252D

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

Rating: — · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**895.**

101252C

[Electrician](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**896.**

101252H

[Annuity Payment Scheme](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**897.**

101252K

[Wiki Lists](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**898.**

101252G

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**899.**

101252A

[Walking around Berhattan](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**900.**

100345A

[BibTeX](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**901.**

100345E

[New Mayors](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**902.**

100345I

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

Rating: — · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**903.**

100345H

[Settling the Universe Up](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**904.**

100345G

[Pulp Fiction](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**905.**

100345D

[Currency Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**906.**

100345B

[Signed Derangements](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**907.**

100345F

[Sqrt Nim](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**908.**

101246H

[``North-East``](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**909.**

101246G

[Revolutionary Roads](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**910.**

101246C

[Explode 'Em All](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**911.**

101246J

[Buoys](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · last AC: 2017-02-01 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**912.**

101246E

[Kidnapping](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**913.**

101246F

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**914.**

101246B

[3D City Model](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**915.**

101246D

[Fire in the Country](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**916.**

100109C

[Cut the rope, another rope and so on!](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**917.**

100109B

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

Rating: — · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**918.**

100109K

[Tree Queries Online](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**919.**

100109H

[Sultan's Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**920.**

100109E

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

Rating: — · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**921.**

100109G

[Database Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**922.**

100109F

[Dumbbells](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**923.**

100109J

[Ternary Password](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**924.**

100109L

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

Rating: — · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**925.**

100960C

[Missing Part](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-29 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**926.**

100959C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**927.**

100959I

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**928.**

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**929.**

100959L

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

Rating: — · first AC: 2017-01-28 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**930.**

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**931.**

10124107

[James Bond](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**932.**

10124108

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

Rating: — · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**933.**

10124106

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**934.**

10124102

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**935.**

10124105

[Alien socks](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**936.**

100960A

[Prevent a Galactic War!](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-26 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**937.**

100960D

[Handling a Spaceship](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-26 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**938.**

101174J

[Risky Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-26 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**939.**

101174I

[The White Rabbit Pocket Watch](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**940.**

100714E

[Efficient Cartography](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**941.**

100714L

[Lanes](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**942.**

100714G

[Golden Spire](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**943.**

100714K

[KMC Attacks](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**944.**

100714I

[Interest Targeting](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**945.**

100714F

[Finance](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**946.**

100714D

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**947.**

100714A

[Alien Visit](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**948.**

100714J

[Joke](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**949.**

100714C

[Contest](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**950.**

100714H

[Hometask](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**951.**

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**952.**

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**953.**

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**954.**

101174A

[Within Arm's Reach](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**955.**

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**956.**

101174K

[Balls and Needles](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**957.**

100960G

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

Rating: — · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**958.**

100960H

[Garland Checking](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**959.**

100960F

[The Jedi Killer](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**960.**

100960B

[Forcefield](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**961.**

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-13 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**962.**

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-13 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**963.**

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-13 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**964.**

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-13 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**965.**

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-13 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**966.**

100365J

[The Wall](#) · [Tutorial](#)

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

[yancouto's solution](#)

**967.**

100365I

[Tour](#) · [Tutorial](#)

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

[yancouto's solution](#)

**968.**

100365B

[Antipalindromic Numbers](#) · [Tutorial](#)

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

[yancouto's solution](#)

**969.**

100365E

[Chipmunks](#) · [Tutorial](#)

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

[yancouto's solution](#)

**970.**

100531H

[Hiking in the Hills](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**971.**

100531I

[Instruction](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**972.**

100531F

[Fragmentation](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**973.**

100531K

[Kebab House](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · last AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**974.**

100531B

[Buffcraft](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**975.**

100531J

[Joy of Flight](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**976.**

100531D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**977.**

100531G

[Grave](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**978.**

100531A

[Alarm Clock](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**979.**

101078F

[Maze Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**980.**

101078G

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**981.**

101078J

[Wrong Answer](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**982.**

101078B

[Top 2000](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**983.**

101078I

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**984.**

101078C

[The Twin Tower](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**985.**

101078D

[Collatz](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**986.**

101078A

[Gene Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**987.**

101078L

[01](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**988.**

100417F

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

Rating: — · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**989.**

100417C

[Spending Budget](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**990.**

100417E

[Strange Digits](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**991.**

100417G

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-07 · Python 3 (first AC) · Tags: —

[yancouto's solution](#)

**992.**

100962C

[Mr. Credo](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**993.**

100962K

[Korn](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**994.**

100962A

[ABBA](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**995.**

100962J

[Jimi Hendrix](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**996.**

100962E

[Elvis Presley](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**997.**

100523J

[Cave](#) · [Tutorial](#)

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

[yancouto's solution](#)

**998.**

100523K

[Cross Spider](#) · [Tutorial](#)

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

[yancouto's solution](#)

**999.**

100523E

[Gophers](#) · [Tutorial](#)

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

[yancouto's solution](#)

**1000.**

100523H

[Afternoon Tea](#) · [Tutorial](#)

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

[yancouto's solution](#)

**1001.**

100523C

[Will It Stop? · Tutorial](#)

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

[yancouto's solution](#)

**1002.**

100952C

[Palindrome Again !! · Tutorial](#)

Rating: — · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1003.**

100952B

[New Job · Tutorial](#)

Rating: — · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1004.**

100952A

[Who is the winner? · Tutorial](#)

Rating: — · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1005.**

100989N

[Mixed Dimensions · Tutorial](#)

Rating: — · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1006.**

100989L

[Plus or Minus \(A\) · Tutorial](#)

Rating: — · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1007.**

100989M

[Plus or Minus \(B\) · Tutorial](#)

Rating: — · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1008.**

100989K

[Objects Panel \(B\) · Tutorial](#)

Rating: — · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1009.**

100989J

[Objects Panel \(A\) · Tutorial](#)

Rating: — · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1010.**

100989I

[Queue \(B\) · Tutorial](#)

Rating: — · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1011.**

100989H

[Queue \(A\) · Tutorial](#)

Rating: — · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1012.**

100989G

[Mission in Amman \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1013.**

100989F

[Mission in Amman \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1014.**

100989E

[Accepted Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1015.**

100989D

[1D Cafeteria \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1016.**

100989C

[1D Cafeteria \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-27 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1017.**

100989B

[LCS \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-27 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1018.**

100989A

[LCS \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-27 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1019.**

100820B

[Butterfly Effect](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1020.**

100820A

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1021.**

100820I

[Coverage](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1022.**

100820K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1023.**

100820H

[Hilbert Sort](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1024.**

100820C

[Classy](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1025.**

100820E

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1026.**

100820D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1027.**

100490C

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1028.**

100490J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1029.**

100490H

[High School Duels](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1030.**

100490B

[Big Set](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1031.**

100490A

[Approximation](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1032.**

100490E

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

Rating: — · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1033.**

100490D

[Duel](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1034.**

100492A

[Average Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-03 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1035.**

100492B

[Binary Suffix Array](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1036.**

100492F

[Free of Squares](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1037.**

100492H

[Handsome Division](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1038.**

100492G

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

Rating: — · first AC: 2016-05-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1039.**

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1040.**

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1041.**

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-25 · GNU C++ (first AC) · Tags: —

[yancouto's solution](#)

**1042.**

100524G

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

Rating: — · first AC: 2016-04-18 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1043.**

100524B

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

Rating: — · first AC: 2016-04-18 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1044.**

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-18 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1045.**

100524I

[Interactive Memory Management](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-18 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1046.**

100524E

[Ebola Virus](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-18 · GNU C++ (first AC) · Tags: —

[yancouto's solution](#)

**1047.**

100524A

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

Rating: — · first AC: 2016-04-18 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1048.**

100524J

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

Rating: — · first AC: 2016-04-18 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1049.**

100496H

[House of Representatives](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-11 · last AC: 2016-04-12 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1050.**

100496D

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-11 · last AC: 2016-04-12 · GNU C++ (first AC) · Tags: —

[yancouto's solution](#)

**1051.**

100496G

[Genome Research](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-11 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1052.**

100496I

[Immetric Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-11 · GNU C++ (first AC) · Tags: —

[yancouto's solution](#)

**1053.**

100496J

[Jealous Robots](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-11 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1054.**

100496A

[Avangard Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-11 · GNU C++ (first AC) · Tags: —

[yancouto's solution](#)

**1055.**

100496E

[Eating Chocolate Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-11 · GNU C++ (first AC) · Tags: —

[yancouto's solution](#)

**1056.**

100431H

[Sea Port](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1057.**

100431F

[Permutations with Monotonic Segments](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1058.**

100431D

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1059.**

100431G

[Persistent Queue](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1060.**

100512F

[Funny Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1061.**

100512B

[Betting Fast](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1062.**

100512D

[Dynamic LCA](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1063.**

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-18 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1064.**

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-16 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1065.**

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-16 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1066.**

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-16 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1067.**

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-16 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1068.**

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-16 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1069.**

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1070.**

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1071.**

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1072.**

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1073.**

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1074.**

100491D

[Diamonds and Golden Strings](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1075.**

100491E

[Expedition to Mars](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1076.**

100491C

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1077.**

100430J

[Square Set](#) · [Tutorial](#)

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

[yancouto's solution](#)

**1078.**

100430G

[Magic Potions](#) · [Tutorial](#)

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

[yancouto's solution](#)

**1079.**

100430A

[Chip Installation](#) · [Tutorial](#)

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

[yancouto's solution](#)

**1080.**

100518F

[Funny Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1081.**

100518B

[Braess's Paradox](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1082.**

100283J

[Anniversary Gift](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · last AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1083.**

100283L

[Mahdi And The Teddy Bear](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · last AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1084.**

100283F

[Bakkar In The Army](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1085.**

100283K

[Cubes Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1086.**

100283E

[Ghanophobia](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1087.**

100212I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1088.**

100212K

[Unfair Contest](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1089.**

100212E

[Long Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1090.**

100212G

[Cracking SSH](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1091.**

100212A

[The Smart Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1092.**

100739L

[Many recursions](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-31 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1093.**

100739C

[Broken robot](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-31 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1094.**

100733J

[Summer Wars](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1095.**

100733I

[The Cool Monkeys](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1096.**

100733G

[No Negations](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1097.**

100733F

[Cosmic timeline](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1098.**

100733A

[Shitália](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1099.**

100733B

[Ascencion](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1100.**

100733C

[Death Report](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1101.**

100733H

[Designation in the Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1102.**

100733D

[Little thief Shi](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)

**1103.**

100733E

[Shi's throne](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —

[yancouto's solution](#)