

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

<https://cfelitetracker.vercel.app>

Unique solved — yarr

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

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

Filters: none

Count: 904

1.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[yarr's solution](#)

2.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[yarr's solution](#)

3.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation
[yarr's solution](#)

4.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,985 global accepts · Rating: 800 · first AC: 2024-09-12 · PyPy 3-64 (first AC) · Tags: brute force, math
[yarr's solution](#)

5.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[yarr's solution](#)

6.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,651 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[yarr's solution](#)

7.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · Java 8 (first AC) · Tags: implementation
[yarr's solution](#)

8.

859A

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

Quality: 8,620 global accepts · Rating: 800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[yarr's solution](#)

9.

750A

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

Quality: 92,571 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math
[yarr's solution](#)

10.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,584 global accepts · Rating: 800 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[yarr's solution](#)

11.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,807 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation
[yarr's solution](#)

12.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, math
[yarr's solution](#)

13.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2013-11-11 · GNU C++ (first AC) · Tags: implementation
[yarr's solution](#)

14.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-12 · Java 7 (first AC) · Tags: *special, implementation, sortings
[yarr's solution](#)

15.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,781 global accepts · Rating: 800 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: brute force
[yarr's solution](#)

16.

231A

[Team](#) · [Tutorial](#)

Quality: 430,389 global accepts · Rating: 800 · first AC: 2012-10-07 · Java 7 (first AC) · Tags: brute force, greedy
[yarr's solution](#)

17.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,457 global accepts · Rating: 800 · first AC: 2012-06-24 · Java 7 (first AC) · Tags: implementation, math
[yarr's solution](#)

18.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,775 global accepts · Rating: 800 · first AC: 2012-06-19 · Java 7 (first AC) · Tags: expression parsing, implementation
[yarr's solution](#)

19.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2012-06-19 · Java 7 (first AC) · Tags: brute force
[yarr's solution](#)

20.

177A2

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 8,566 global accepts · Rating: 800 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: implementation
[yarr's solution](#)

21.

177A1

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 11,502 global accepts · Rating: 800 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: implementation

[yarr's solution](#)

22.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2012-04-03 · Java 7 (first AC) · Tags: *special, brute force, implementation

[yarr's solution](#)

23.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,565 global accepts · Rating: 800 · first AC: 2012-03-03 · Java 6 (first AC) · Tags: *special, implementation

[yarr's solution](#)

24.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,422 global accepts · Rating: 800 · first AC: 2012-02-02 · Java 6 (first AC) · Tags: constructive algorithms, implementation, math

[yarr's solution](#)

25.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,442 global accepts · Rating: 800 · first AC: 2012-01-18 · Java 6 (first AC) · Tags: implementation

[yarr's solution](#)

26.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,420 global accepts · Rating: 800 · first AC: 2012-01-08 · Java 6 (first AC) · Tags: implementation, sortings, strings

[yarr's solution](#)

27.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2011-10-14 · Java 6 (first AC) · Tags: implementation

[yarr's solution](#)

28.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,436 global accepts · Rating: 800 · first AC: 2011-04-27 · Java 6 (first AC) · Tags: implementation, strings

[yarr's solution](#)

29.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,324 global accepts · Rating: 800 · first AC: 2011-04-20 · Java 6 (first AC) · Tags: brute force

[yarr's solution](#)

30.

61A

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

Quality: 136,236 global accepts · Rating: 800 · first AC: 2011-04-13 · Java 6 (first AC) · Tags: implementation

[yarr's solution](#)

31.

71A

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

Quality: 503,407 global accepts · Rating: 800 · first AC: 2011-03-29 · Java 6 (first AC) · Tags: strings

[yarr's solution](#)

32.

59A

[Word](#) · [Tutorial](#)

Quality: 228,003 global accepts · Rating: 800 · first AC: 2011-02-11 · Java 6 (first AC) · Tags: implementation, strings
[yarr's solution](#)

33.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,430 global accepts · Rating: 800 · first AC: 2011-01-14 · Python 2 (first AC) · Tags: implementation
[yarr's solution](#)

34.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,090 global accepts · Rating: 800 · first AC: 2011-01-14 · Python 2 (first AC) · Tags: brute force
[yarr's solution](#)

35.

47A

[Triangular numbers](#) · [Tutorial](#)

Quality: 18,178 global accepts · Rating: 800 · first AC: 2011-01-08 · Python 2 (first AC) · Tags: brute force, math
[yarr's solution](#)

36.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,255 global accepts · Rating: 800 · first AC: 2011-01-07 · Python 2 (first AC) · Tags: implementation
[yarr's solution](#)

37.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,692 global accepts · Rating: 800 · first AC: 2011-01-07 · Python 2 (first AC) · Tags: implementation
[yarr's solution](#)

38.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,503 global accepts · Rating: 800 · first AC: 2011-01-07 · Python 2 (first AC) · Tags: implementation, strings
[yarr's solution](#)

39.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 800 · first AC: 2011-01-07 · Python 2 (first AC) · Tags: brute force, implementation
[yarr's solution](#)

40.

38A

[Army](#) · [Tutorial](#)

Quality: 26,490 global accepts · Rating: 800 · first AC: 2011-01-07 · Python 2 (first AC) · Tags: implementation
[yarr's solution](#)

41.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,693 global accepts · Rating: 800 · first AC: 2011-01-05 · Python 2 (first AC) · Tags: math, probabilities
[yarr's solution](#)

42.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,811 global accepts · Rating: 800 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: greedy, math
[yarr's solution](#)

43.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,269 global accepts · Rating: 800 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: implementation

[yarr's solution](#)

44.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2010-12-30 · Python 2 (first AC) · Tags: brute force, math

[yarr's solution](#)

45.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yarr's solution](#)

46.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[yarr's solution](#)

47.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2017-10-05 · Java 8 (first AC) · Tags: brute force, implementation, strings

[yarr's solution](#)

48.

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

[yarr's solution](#)

49.

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

[yarr's solution](#)

50.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,720 global accepts · Rating: 900 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: implementation

[yarr's solution](#)

51.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2012-08-11 · Java 7 (first AC) · Tags: brute force, implementation

[yarr's solution](#)

52.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,081 global accepts · Rating: 900 · first AC: 2012-07-23 · Java 7 (first AC) · Tags: strings

[yarr's solution](#)

53.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,764 global accepts · Rating: 900 · first AC: 2012-03-07 · Java 6 (first AC) · Tags: greedy, sortings

[yarr's solution](#)

54.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,619 global accepts · Rating: 900 · first AC: 2012-02-20 · Java 6 (first AC) · Tags: implementation

[yarr's solution](#)

55.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,993 global accepts · Rating: 900 · first AC: 2012-02-10 · Java 6 (first AC) · Tags: greedy, implementation, sortings

[yarr's solution](#)

56.

137A

[Postcards and photos](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 900 · first AC: 2011-12-17 · Java 6 (first AC) · Tags: implementation

[yarr's solution](#)

57.

115A

[Party](#) · [Tutorial](#)

Quality: 43,368 global accepts · Rating: 900 · first AC: 2011-09-15 · Java 6 (first AC) · Tags: dfs and similar, graphs, trees

[yarr's solution](#)

58.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2011-05-13 · Java 6 (first AC) · Tags: math, number theory

[yarr's solution](#)

59.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 900 · first AC: 2011-02-28 · Java 6 (first AC) · Tags: implementation, sortings, strings

[yarr's solution](#)

60.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,497 global accepts · Rating: 900 · first AC: 2011-01-28 · Java 6 (first AC) · Tags: implementation

[yarr's solution](#)

61.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2011-01-22 · Python 2 (first AC) · Tags: implementation

[yarr's solution](#)

62.

11A

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

Quality: 15,497 global accepts · Rating: 900 · first AC: 2011-01-14 · Python 2 (first AC) · Tags: constructive algorithms, implementation, math

[yarr's solution](#)

63.

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2011-01-11 · Python 2 (first AC) · Tags: implementation, schedules

[yarr's solution](#)

64.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,040 global accepts · Rating: 900 · first AC: 2011-01-07 · Python 2 (first AC) · Tags: greedy, sortings

[yarr's solution](#)

65.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,787 global accepts · Rating: 900 · first AC: 2011-01-07 · Python 2 (first AC) · Tags: number theory
[yarr's solution](#)

66.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2011-01-04 · Python 2 (first AC) · Tags: implementation
[yarr's solution](#)

67.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[yarr's solution](#)

68.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy
[yarr's solution](#)

69.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · Java 8 (first AC) · Tags: implementation
[yarr's solution](#)

70.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math
[yarr's solution](#)

71.

859B

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

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

72.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[yarr's solution](#)

73.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2010-12-20 · last AC: 2016-07-28 · GNU C (first AC) · Tags: math
[yarr's solution](#)

74.

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation
[yarr's solution](#)

75.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms
[yarr's solution](#)

76.

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, implementation

[yarr's solution](#)

77.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[yarr's solution](#)

78.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2012-10-25 · Java 7 (first AC) · Tags: implementation

[yarr's solution](#)

79.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,332 global accepts · Rating: 1000 · first AC: 2012-08-27 · Java 7 (first AC) · Tags: implementation, strings

[yarr's solution](#)

80.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,584 global accepts · Rating: 1000 · first AC: 2012-06-17 · Java 7 (first AC) · Tags: implementation

[yarr's solution](#)

81.

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: 1000 · first AC: 2012-06-10 · Java 6 (first AC) · Tags: binary search, brute force, math

[yarr's solution](#)

82.

177B1

[Rectangular Game](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1000 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: number theory

[yarr's solution](#)

83.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,279 global accepts · Rating: 1000 · first AC: 2012-03-16 · Java 6 (first AC) · Tags: implementation

[yarr's solution](#)

84.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,041 global accepts · Rating: 1000 · first AC: 2011-12-17 · Java 6 (first AC) · Tags: greedy

[yarr's solution](#)

85.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,993 global accepts · Rating: 1000 · first AC: 2011-11-25 · Java 6 (first AC) · Tags: implementation, strings

[yarr's solution](#)

86.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,128 global accepts · Rating: 1000 · first AC: 2010-03-20 · Java 6 (first AC) · Tags: implementation

[yarr's solution](#)

87.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1000 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: brute force, implementation, math
[yarr's solution](#)

88.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,587 global accepts · Rating: 1000 · first AC: 2011-10-07 · Java 6 (first AC) · Tags: constructive algorithms, implementation
[yarr's solution](#)

89.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,481 global accepts · Rating: 1000 · first AC: 2011-10-07 · Java 6 (first AC) · Tags: implementation, strings
[yarr's solution](#)

90.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-29 · Java 6 (first AC) · Tags: brute force, implementation
[yarr's solution](#)

91.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2011-08-19 · Java 6 (first AC) · Tags: brute force, implementation
[yarr's solution](#)

92.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2011-08-19 · Java 6 (first AC) · Tags: implementation
[yarr's solution](#)

93.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,872 global accepts · Rating: 1000 · first AC: 2011-04-15 · Java 6 (first AC) · Tags: implementation
[yarr's solution](#)

94.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,727 global accepts · Rating: 1000 · first AC: 2011-04-13 · Java 6 (first AC) · Tags: implementation
[yarr's solution](#)

95.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,420 global accepts · Rating: 1000 · first AC: 2011-03-22 · Java 6 (first AC) · Tags: implementation, math
[yarr's solution](#)

96.

72G

[Fibonacci army](#) · [Tutorial](#)

Quality: 2,835 global accepts · Rating: 1000 · first AC: 2011-03-20 · Io (first AC) · Tags: *special, dp
[yarr's solution](#)

97.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,023 global accepts · Rating: 1000 · first AC: 2011-01-31 · Java 6 (first AC) · Tags: greedy, strings
[yarr's solution](#)

98.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,642 global accepts · Rating: 1000 · first AC: 2011-01-21 · Python 2 (first AC) · Tags: implementation

[yarr's solution](#)

99.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2011-01-08 · Python 2 (first AC) · Tags: brute force, math, number theory

[yarr's solution](#)

100.

43A

[Football](#) · [Tutorial](#)

Quality: 69,178 global accepts · Rating: 1000 · first AC: 2011-01-07 · Python 2 (first AC) · Tags: strings

[yarr's solution](#)

101.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,693 global accepts · Rating: 1000 · first AC: 2011-01-07 · Python 2 (first AC) · Tags: sortings

[yarr's solution](#)

102.

1146B

[Hate "A"](#) · [Tutorial](#)

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

[yarr's solution](#)

103.

1119A

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

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

[yarr's solution](#)

104.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,695 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[yarr's solution](#)

105.

618B

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

Quality: 8,326 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[yarr's solution](#)

106.

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, data structures, dp, implementation

[yarr's solution](#)

107.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2013-11-24 · Java 7 (first AC) · Tags: implementation

[yarr's solution](#)

108.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,098 global accepts · Rating: 1100 · first AC: 2013-11-11 · GNU C++ (first AC) · Tags: brute force, dp

[yarr's solution](#)

109.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: implementation

[yarr's solution](#)

110.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2013-01-11 · Java 7 (first AC) · Tags: greedy, implementation, sortings

[yarr's solution](#)

111.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,247 global accepts · Rating: 1100 · first AC: 2012-09-19 · Java 7 (first AC) · Tags: constructive algorithms, greedy

[yarr's solution](#)

112.

196A

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-06-12 · Java 7 (first AC) · Tags: greedy, strings

[yarr's solution](#)

113.

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2012-05-16 · Java 7 (first AC) · Tags: greedy, math

[yarr's solution](#)

114.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,008 global accepts · Rating: 1100 · first AC: 2012-03-23 · Java 7 (first AC) · Tags: binary search, implementation, sortings

[yarr's solution](#)

115.

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 1100 · first AC: 2012-03-09 · Java 6 (first AC) · Tags: *special, greedy, sortings

[yarr's solution](#)

116.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2012-03-07 · Java 6 (first AC) · Tags: greedy, sortings

[yarr's solution](#)

117.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,849 global accepts · Rating: 1100 · first AC: 2012-03-03 · Java 6 (first AC) · Tags: *special, greedy, implementation

[yarr's solution](#)

118.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,551 global accepts · Rating: 1100 · first AC: 2011-10-27 · Java 6 (first AC) · Tags: implementation

[yarr's solution](#)

119.

120C

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

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: implementation, math

[yarr's solution](#)

120.

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: implementation

[yarr's solution](#)

121.

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,794 global accepts · Rating: 1100 · first AC: 2011-01-06 · last AC: 2011-01-06 · Java 6 (first AC) · Tags: implementation

[yarr's solution](#)

122.

100A

[Carpeting the Room](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 1100 · first AC: 2011-07-30 · Pike (first AC) · Tags: *special, implementation

[yarr's solution](#)

123.

90B

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

Quality: 5,717 global accepts · Rating: 1100 · first AC: 2011-06-20 · Java 6 (first AC) · Tags: implementation, strings

[yarr's solution](#)

124.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2011-05-06 · Java 6 (first AC) · Tags: implementation, math

[yarr's solution](#)

125.

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2011-03-07 · Java 6 (first AC) · Tags: brute force, implementation

[yarr's solution](#)

126.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,497 global accepts · Rating: 1100 · first AC: 2011-01-08 · Python 2 (first AC) · Tags: implementation, strings

[yarr's solution](#)

127.

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2011-01-08 · Python 2 (first AC) · Tags: implementation

[yarr's solution](#)

128.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,828 global accepts · Rating: 1100 · first AC: 2011-01-04 · Python 2 (first AC) · Tags: implementation

[yarr's solution](#)

129.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yarr's solution](#)

130.

1023A

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

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[yarr's solution](#)

131.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[yarr's solution](#)

132.

639A

[Bear and Displayed Friends](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation
[yarr's solution](#)

133.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation
[yarr's solution](#)

134.

645B

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

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math
[yarr's solution](#)

135.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,867 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings
[yarr's solution](#)

136.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2015-03-07 · GNU C++ (first AC) · Tags: *special, dfs and similar, dp, graphs, trees
[yarr's solution](#)

137.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · Java 8 (first AC) · Tags: constructive algorithms, greedy
[yarr's solution](#)

138.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,572 global accepts · Rating: 1200 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, implementation
[yarr's solution](#)

139.

366B

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

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

140.

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2013-09-07 · Java 7 (first AC) · Tags: greedy, implementation
[yarr's solution](#)

141.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1200 · first AC: 2013-07-04 · GNU C++ (first AC) · Tags: math

[yarr's solution](#)

142.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2013-07-04 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[yarr's solution](#)

143.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: graphs, implementation

[yarr's solution](#)

144.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2013-01-20 · Java 7 (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[yarr's solution](#)

145.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,353 global accepts · Rating: 1200 · first AC: 2012-08-18 · Java 7 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[yarr's solution](#)

146.

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2012-07-23 · Java 7 (first AC) · Tags: implementation

[yarr's solution](#)

147.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2012-07-05 · GNU C++ (first AC) · Tags: brute force, implementation

[yarr's solution](#)

148.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2012-06-14 · Java 7 (first AC) · Tags: data structures, implementation

[yarr's solution](#)

149.

180F

[Mathematical Analysis Rocks!](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1200 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[yarr's solution](#)

150.

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: number theory

[yarr's solution](#)

151.

177D1

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 1200 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: brute force

[yarr's solution](#)

152.

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2012-04-20 · Java 6 (first AC) · Tags: greedy, sortings

[yarr's solution](#)

153.

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-04-03 · Java 7 (first AC) · Tags: *special, implementation, number theory

[yarr's solution](#)

154.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2012-04-01 · Java 7 (first AC) · Tags: *special, constructive algorithms

[yarr's solution](#)

155.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,939 global accepts · Rating: 1200 · first AC: 2012-01-22 · Java 6 (first AC) · Tags: greedy, implementation

[yarr's solution](#)

156.

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2011-11-25 · Java 6 (first AC) · Tags: implementation, math

[yarr's solution](#)

157.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,765 global accepts · Rating: 1200 · first AC: 2010-03-20 · Java 6 (first AC) · Tags: implementation, strings

[yarr's solution](#)

158.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2011-01-06 · last AC: 2011-01-07 · Java 6 (first AC) · Tags: constructive algorithms

[yarr's solution](#)

159.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,558 global accepts · Rating: 1200 · first AC: 2011-04-30 · Java 6 (first AC) · Tags: greedy

[yarr's solution](#)

160.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,349 global accepts · Rating: 1200 · first AC: 2011-04-27 · Java 6 (first AC) · Tags: constructive algorithms, implementation

[yarr's solution](#)

161.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2011-03-22 · Java 6 (first AC) · Tags: greedy, implementation

[yarr's solution](#)

162.

72C

[Extraordinarily Nice Numbers](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 1200 · first AC: 2011-03-20 · lo (first AC) · Tags: *special, math

[yarr's solution](#)

163.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2011-02-28 · Java 6 (first AC) · Tags: implementation

[yarr's solution](#)

164.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1200 · first AC: 2011-02-11 · Java 6 (first AC) · Tags: implementation, number theory

[yarr's solution](#)

165.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1200 · first AC: 2011-01-14 · Python 2 (first AC) · Tags: implementation, sortings

[yarr's solution](#)

166.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2011-01-14 · Python 2 (first AC) · Tags: implementation, math

[yarr's solution](#)

167.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1200 · first AC: 2011-01-08 · Python 2 (first AC) · Tags: brute force, implementation, math

[yarr's solution](#)

168.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2011-01-07 · Python 2 (first AC) · Tags: greedy, implementation

[yarr's solution](#)

169.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 1200 · first AC: 2011-01-05 · Python 2 (first AC) · Tags: brute force, implementation, math

[yarr's solution](#)

170.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1200 · first AC: 2011-01-05 · Python 2 (first AC) · Tags: brute force, geometry, implementation

[yarr's solution](#)

171.

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,489 global accepts · Rating: 1200 · first AC: 2011-01-04 · Python 2 (first AC) · Tags: greedy, two pointers

[yarr's solution](#)

172.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,480 global accepts · Rating: 1200 · first AC: 2011-01-04 · Python 2 (first AC) · Tags: constructive algorithms, greedy

[yarr's solution](#)

173.

1119B

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

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · last AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[yarr's solution](#)

174.

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

[yarr's solution](#)

175.

633B

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

Quality: 7,239 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[yarr's solution](#)

176.

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

[yarr's solution](#)

177.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: brute force, implementation

[yarr's solution](#)

178.

462B

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

Quality: 15,568 global accepts · Rating: 1300 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: greedy

[yarr's solution](#)

179.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2013-05-26 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[yarr's solution](#)

180.

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-12 · Java 7 (first AC) · Tags: *special, implementation, strings

[yarr's solution](#)

181.

288A

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

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-04-02 · Java 7 (first AC) · Tags: greedy

[yarr's solution](#)

182.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,463 global accepts · Rating: 1300 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: binary search, brute force, math, number theory

[yarr's solution](#)

183.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,777 global accepts · Rating: 1300 · first AC: 2013-01-11 · Java 7 (first AC) · Tags: games, greedy, implementation

[yarr's solution](#)

184.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,350 global accepts · Rating: 1300 · first AC: 2012-12-06 · Java 7 (first AC) · Tags: binary search, combinatorics, two pointers

[yarr's solution](#)

185.

238A

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

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2012-11-07 · Java 7 (first AC) · Tags: constructive algorithms, math

[yarr's solution](#)

186.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · Java 7 (first AC) · Tags: greedy

[yarr's solution](#)

187.

220A

[Little Elephant and Problem](#) · [Tutorial](#)

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2012-08-31 · last AC: 2012-09-05 · Java 7 (first AC) · Tags: implementation, sortings

[yarr's solution](#)

188.

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1300 · first AC: 2012-07-05 · Java 7 (first AC) · Tags: brute force, implementation

[yarr's solution](#)

189.

195B

[After Training](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 1300 · first AC: 2012-06-10 · Java 6 (first AC) · Tags: data structures, implementation, math

[yarr's solution](#)

190.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2012-05-04 · Java 7 (first AC) · Tags: math

[yarr's solution](#)

191.

173A

[Rock-Paper-Scissors](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-06 · Java 7 (first AC) · Tags: implementation, math

[yarr's solution](#)

192.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2012-04-01 · Java 7 (first AC) · Tags: *special, brute force

[yarr's solution](#)

193.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2012-04-01 · Java 7 (first AC) · Tags: *special, combinatorics

[yarr's solution](#)

194.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,478 global accepts · Rating: 1300 · first AC: 2012-03-11 · Java 7 (first AC) · Tags: binary search, brute force, greedy, two pointers

[yarr's solution](#)

195.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-03 · Java 6 (first AC) · Tags: *special, brute force, number theory

[yarr's solution](#)

196.

152B

[Steps](#) · [Tutorial](#)

Quality: 7,388 global accepts · Rating: 1300 · first AC: 2012-02-20 · Java 6 (first AC) · Tags: binary search, implementation

[yarr's solution](#)

197.

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1300 · first AC: 2012-01-18 · last AC: 2012-01-18 · Java 6 (first AC) · Tags: implementation

[yarr's solution](#)

198.

147A

[Punctuation](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1300 · first AC: 2012-01-03 · Java 6 (first AC) · Tags: implementation, strings

[yarr's solution](#)

199.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2011-12-09 · Java 6 (first AC) · Tags: greedy, implementation, sortings

[yarr's solution](#)

200.

132A

[Turing Tape](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 1300 · first AC: 2011-12-03 · Java 6 (first AC) · Tags: implementation

[yarr's solution](#)

201.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2011-11-03 · Java 6 (first AC) · Tags: implementation, number theory, strings

[yarr's solution](#)

202.

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2011-09-23 · Java 6 (first AC) · Tags: implementation, math

[yarr's solution](#)

203.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: constructive algorithms, implementation

[yarr's solution](#)

204.

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2011-05-13 · Java 6 (first AC) · Tags: math

[yarr's solution](#)

205.

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,284 global accepts · Rating: 1300 · first AC: 2011-04-13 · Java 6 (first AC) · Tags: implementation, two pointers

[yarr's solution](#)

206.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,277 global accepts · Rating: 1300 · first AC: 2011-03-29 · Java 6 (first AC) · Tags: implementation, math

[yarr's solution](#)

207.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2011-03-26 · Java 6 (first AC) · Tags: math

[yarr's solution](#)

208.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1300 · first AC: 2011-03-07 · Java 6 (first AC) · Tags: implementation, strings

[yarr's solution](#)

209.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1300 · first AC: 2011-01-31 · Java 6 (first AC) · Tags: greedy

[yarr's solution](#)

210.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1300 · first AC: 2011-01-25 · Python 2 (first AC) · Tags: dfs and similar, greedy, implementation

[yarr's solution](#)

211.

56B

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

Quality: 4,024 global accepts · Rating: 1300 · first AC: 2011-01-21 · Python 2 (first AC) · Tags: implementation

[yarr's solution](#)

212.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2011-01-11 · Python 2 (first AC) · Tags: constructive algorithms, geometry, implementation, math

[yarr's solution](#)

213.

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2011-01-11 · Python 2 (first AC) · Tags: implementation

[yarr's solution](#)

214.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,900 global accepts · Rating: 1300 · first AC: 2011-01-08 · Python 2 (first AC) · Tags: brute force

[yarr's solution](#)

215.

4C

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

Quality: 108,202 global accepts · Rating: 1300 · first AC: 2011-01-04 · Python 2 (first AC) · Tags: data structures, hashing, implementation

[yarr's solution](#)

216.

51A

[Cheaterius's Problem](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2010-12-28 · GNU C (first AC) · Tags: implementation

[yarr's solution](#)

217.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,039 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: games

[yarr's solution](#)

218.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two

pointers

[yarr's solution](#)

219.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[yarr's solution](#)

220.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[yarr's solution](#)

221.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[yarr's solution](#)

222.

868B

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

Quality: 3,908 global accepts · Rating: 1400 · first AC: 2017-10-05 · Java 8 (first AC) · Tags: implementation

[yarr's solution](#)

223.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[yarr's solution](#)

224.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,958 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp

[yarr's solution](#)

225.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[yarr's solution](#)

226.

641B

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

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[yarr's solution](#)

227.

637C

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

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-14 · last AC: 2016-03-14 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, implementation

[yarr's solution](#)

228.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2016-03-07 · Java 8 (first AC) · Tags: data structures, geometry, math

[yarr's solution](#)

229.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: dfs and similar, greedy, implementation
[yarr's solution](#)

230.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · last AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force
[yarr's solution](#)

231.

438A

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

Rating: 1400 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: greedy, sortings
[yarr's solution](#)

232.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation
[yarr's solution](#)

233.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,193 global accepts · Rating: 1400 · first AC: 2014-04-06 · Java 8 (first AC) · Tags: combinatorics, dp, number theory
[yarr's solution](#)

234.

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2014-01-05 · Java 7 (first AC) · Tags: brute force, combinatorics, implementation
[yarr's solution](#)

235.

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2013-11-11 · Java 7 (first AC) · Tags: greedy, implementation
[yarr's solution](#)

236.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,019 global accepts · Rating: 1400 · first AC: 2013-04-11 · Java 7 (first AC) · Tags: data structures, implementation
[yarr's solution](#)

237.

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2013-03-23 · Java 7 (first AC) · Tags: constructive algorithms, math
[yarr's solution](#)

238.

219B

[Special Offer! Super Price 999 Bourles!](#) · [Tutorial](#)

Quality: 6,150 global accepts · Rating: 1400 · first AC: 2012-08-27 · Java 7 (first AC) · Tags: implementation
[yarr's solution](#)

239.

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2012-07-05 · last AC: 2012-07-05 · Java 7 (first AC) · Tags: greedy, sortings
[yarr's solution](#)

240.

199D

[Jumping on Walls](#) · [Tutorial](#)

Rating: 1400 · first AC: 2012-06-22 · Java 7 (first AC) · Tags: dfs and similar, shortest paths

[yarr's solution](#)

241.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2012-06-22 · Java 7 (first AC) · Tags: shortest paths

[yarr's solution](#)

242.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: dp

[yarr's solution](#)

243.

175B

[Plane of Tanks: Pro](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2012-04-14 · Java 7 (first AC) · Tags: implementation

[yarr's solution](#)

244.

175A

[Robot Bicorn Attack](#) · [Tutorial](#)

Quality: 2,551 global accepts · Rating: 1400 · first AC: 2012-04-14 · Java 7 (first AC) · Tags: brute force, implementation

[yarr's solution](#)

245.

159C

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

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2012-03-09 · last AC: 2012-03-10 · Java 6 (first AC) · Tags: *special, binary search, brute force, data structures, strings

[yarr's solution](#)

246.

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2012-03-09 · Java 6 (first AC) · Tags: *special, greedy, implementation

[yarr's solution](#)

247.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,395 global accepts · Rating: 1400 · first AC: 2012-03-03 · Java 6 (first AC) · Tags: *special, data structures, implementation

[yarr's solution](#)

248.

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,641 global accepts · Rating: 1400 · first AC: 2012-02-20 · Java 6 (first AC) · Tags: combinatorics

[yarr's solution](#)

249.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1400 · first AC: 2012-02-17 · last AC: 2012-02-18 · Java 6 (first AC) · Tags: games, math, number theory

[yarr's solution](#)

250.

151C

[Win or Freeze](#) · [Tutorial](#)

Rating: 1400 · first AC: 2012-02-17 · Java 6 (first AC) · Tags: games, greedy, math, number theory

[yarr's solution](#)

251.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2011-11-25 · Java 6 (first AC) · Tags: combinatorics, math
[yarr's solution](#)

252.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: games, math
[yarr's solution](#)

253.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: dp, greedy, trees
[yarr's solution](#)

254.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: brute force
[yarr's solution](#)

255.

100C

[A+B](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 1400 · first AC: 2011-07-30 · Pike (first AC) · Tags: *special, implementation
[yarr's solution](#)

256.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,914 global accepts · Rating: 1400 · first AC: 2011-05-04 · Java 6 (first AC) · Tags: implementation
[yarr's solution](#)

257.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2011-04-30 · Java 6 (first AC) · Tags: implementation, sortings
[yarr's solution](#)

258.

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2011-04-19 · Java 6 (first AC) · Tags: brute force, implementation
[yarr's solution](#)

259.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2011-02-19 · Java 6 (first AC) · Tags: dfs and similar, dsu
[yarr's solution](#)

260.

1242A

[Tile Painting](#) · [Tutorial](#)

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

261.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[yarr's solution](#)

262.

1119C

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

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

[yarr's solution](#)

263.

1054C

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

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[yarr's solution](#)

264.

930A

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

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2018-03-04 · Java 8 (first AC) · Tags: dfs and similar, graphs, trees

[yarr's solution](#)

265.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · Java 8 (first AC) · Tags: constructive algorithms, trees

[yarr's solution](#)

266.

868C

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

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · Java 8 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[yarr's solution](#)

267.

859C

[Pie Rules](#) · [Tutorial](#)

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

[yarr's solution](#)

268.

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

[yarr's solution](#)

269.

696A

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

Quality: 6,460 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[yarr's solution](#)

270.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[yarr's solution](#)

271.

611C

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

Quality: 9,042 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[yarr's solution](#)

272.

460B

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

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2014-08-20 · last AC: 2014-08-20 · MS C++ (first AC) · Tags: brute force, implementation, math, number theory

[yarr's solution](#)

273.

455A

[Boredom](#) · [Tutorial](#)

Quality: 72,000 global accepts · Rating: 1500 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: dp

[yarr's solution](#)

274.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · Java 8 (first AC) · Tags: constructive algorithms, number theory

[yarr's solution](#)

275.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · Java 7 (first AC) · Tags: data structures, implementation

[yarr's solution](#)

276.

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2013-09-07 · Java 7 (first AC) · Tags: brute force, greedy, implementation

[yarr's solution](#)

277.

341B

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

Rating: 1500 · first AC: 2013-09-03 · Java 7 (first AC) · Tags: binary search, data structures, dp

[yarr's solution](#)

278.

325A

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

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2013-07-13 · Java 7 (first AC) · Tags: implementation

[yarr's solution](#)

279.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 1500 · first AC: 2013-04-22 · Java 7 (first AC) · Tags: games, greedy

[yarr's solution](#)

280.

288B

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

Quality: 3,212 global accepts · Rating: 1500 · first AC: 2013-04-02 · Java 7 (first AC) · Tags: combinatorics

[yarr's solution](#)

281.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1500 · first AC: 2013-02-20 · Java 7 (first AC) · Tags: binary search, greedy, sortings

[yarr's solution](#)

282.

273A

[Dima and Staircase](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-02-13 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

283.

271C

[Secret](#) · [Tutorial](#)

Quality: 3,136 global accepts · Rating: 1500 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[yarr's solution](#)

284.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,023 global accepts · Rating: 1500 · first AC: 2013-01-20 · Java 7 (first AC) · Tags: dp, number theory
[yarr's solution](#)

285.

237B

[Young Table](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 1500 · first AC: 2012-10-25 · Java 7 (first AC) · Tags: implementation, sortings
[yarr's solution](#)

286.

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2012-10-07 · Java 7 (first AC) · Tags: constructive algorithms, greedy
[yarr's solution](#)

287.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2012-10-01 · Java 7 (first AC) · Tags: brute force, two pointers
[yarr's solution](#)

288.

204B

[Little Elephant and Cards](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1500 · first AC: 2012-07-11 · last AC: 2012-07-11 · Java 7 (first AC) · Tags: binary search, data structures
[yarr's solution](#)

289.

204A

[Little Elephant and Interval](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2012-07-11 · Java 7 (first AC) · Tags: binary search, combinatorics, dp
[yarr's solution](#)

290.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,622 global accepts · Rating: 1500 · first AC: 2012-06-17 · Java 7 (first AC) · Tags: brute force, dfs and similar, shortest paths
[yarr's solution](#)

291.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1500 · first AC: 2012-06-14 · Java 7 (first AC) · Tags: brute force, geometry
[yarr's solution](#)

292.

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2012-05-16 · Java 7 (first AC) · Tags: dfs and similar
[yarr's solution](#)

293.

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2012-05-10 · Java 7 (first AC) · Tags: greedy
[yarr's solution](#)

294.

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[yarr's solution](#)

295.

177C1

[Party](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 1500 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[yarr's solution](#)

296.

177D2

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,682 global accepts · Rating: 1500 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: data structures

[yarr's solution](#)

297.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2012-04-03 · last AC: 2012-04-04 · GNU C++ (first AC) · Tags: *special, number theory

[yarr's solution](#)

298.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2012-04-03 · Java 7 (first AC) · Tags: *special, implementation, sortings

[yarr's solution](#)

299.

166C

[Median](#) · [Tutorial](#)

Quality: 7,431 global accepts · Rating: 1500 · first AC: 2012-03-23 · Java 7 (first AC) · Tags: greedy, math, sortings

[yarr's solution](#)

300.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2012-03-23 · GNU C++ (first AC) · Tags: dp, math, matrices

[yarr's solution](#)

301.

165B

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

Quality: 22,865 global accepts · Rating: 1500 · first AC: 2012-03-16 · Java 6 (first AC) · Tags: binary search, implementation

[yarr's solution](#)

302.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2012-03-09 · last AC: 2012-03-10 · Java 6 (first AC) · Tags: *special, brute force, dp, strings

[yarr's solution](#)

303.

149C

[Division into Teams](#) · [Tutorial](#)

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2012-02-10 · Java 6 (first AC) · Tags: greedy, math, sortings

[yarr's solution](#)

304.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,018 global accepts · Rating: 1500 · first AC: 2012-02-02 · Java 6 (first AC) · Tags: implementation, math

[yarr's solution](#)

305.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2012-01-18 · Java 6 (first AC) · Tags: implementation, strings

[yarr's solution](#)

306.

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2011-12-17 · Java 6 (first AC) · Tags: sortings

[yarr's solution](#)

307.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,510 global accepts · Rating: 1500 · first AC: 2011-11-15 · Java 6 (first AC) · Tags: dfs and similar

[yarr's solution](#)

308.

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2011-10-27 · Java 6 (first AC) · Tags: strings

[yarr's solution](#)

309.

53D

[Physical Education](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1500 · first AC: 2011-01-06 · last AC: 2011-01-07 · Java 6 (first AC) · Tags: sortings

[yarr's solution](#)

310.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2011-09-15 · Java 6 (first AC) · Tags: greedy, sortings

[yarr's solution](#)

311.

100I

[Rotation](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 1500 · first AC: 2011-07-30 · Pike (first AC) · Tags: *special, geometry, math

[yarr's solution](#)

312.

100B

[Friendly Numbers](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 1500 · first AC: 2011-07-30 · Pike (first AC) · Tags: *special, implementation

[yarr's solution](#)

313.

100D

[World of Mouth](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 1500 · first AC: 2011-07-30 · Pike (first AC) · Tags: *special, strings

[yarr's solution](#)

314.

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2011-04-15 · Java 6 (first AC) · Tags: dp, games, greedy

[yarr's solution](#)

315.

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2011-04-13 · Java 6 (first AC) · Tags: expression parsing, implementation, strings

[yarr's solution](#)

316.

72I

[Goofy Numbers](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 1500 · first AC: 2011-03-20 · lo (first AC) · Tags: *special, implementation

[yarr's solution](#)

317.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2011-01-07 · Python 2 (first AC) · Tags: strings

[yarr's solution](#)

318.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[yarr's solution](#)

319.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 1600 · first AC: 2018-03-04 · Java 8 (first AC) · Tags: implementation, probabilities, strings

[yarr's solution](#)

320.

750C

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

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

[yarr's solution](#)

321.

741B

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

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

[yarr's solution](#)

322.

736A

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

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[yarr's solution](#)

323.

736B

[Taxes](#) · [Tutorial](#)

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

[yarr's solution](#)

324.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[yarr's solution](#)

325.

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

[yarr's solution](#)

326.

643B

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

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[yarr's solution](#)

327.

639B

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

Quality: 6,997 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees
[yarr's solution](#)

328.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers
[yarr's solution](#)

329.

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, data structures, dp, greedy
[yarr's solution](#)

330.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,672 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation
[yarr's solution](#)

331.

603A

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

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-01 · Java 8 (first AC) · Tags: dp, greedy, math
[yarr's solution](#)

332.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, sortings
[yarr's solution](#)

333.

524A

[A\\$>Ct=Ci6CÔ>, C\\$K Ct=C 5D\\$5 DÔBC,,E C`NCD5C“ô](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · PyPy 3 (first AC) · Tags: implementation
[yarr's solution](#)

334.

446A

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

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: dp, implementation, two pointers
[yarr's solution](#)

335.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2014-01-20 · Java 7 (first AC) · Tags: data structures, greedy
[yarr's solution](#)

336.

380A

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

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2014-01-12 · Java 7 (first AC) · Tags: binary search, brute force
[yarr's solution](#)

337.

375B

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

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-24 · last AC: 2014-01-06 · Java 7 (first AC) · Tags: data structures, dp, implementation, sortings
[yarr's solution](#)

338.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1600 · first AC: 2014-01-05 · Java 7 (first AC) · Tags: combinatorics, math
[yarr's solution](#)

339.

375A

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

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2013-12-24 · Java 7 (first AC) · Tags: math, number theory
[yarr's solution](#)

340.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-11-19 · Java 7 (first AC) · Tags: combinatorics, data structures, implementation
[yarr's solution](#)

341.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-20 · Java 7 (first AC) · Tags: games, math, number theory
[yarr's solution](#)

342.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-09-03 · Java 7 (first AC) · Tags: math
[yarr's solution](#)

343.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-16 · Java 7 (first AC) · Tags: greedy, math, number theory
[yarr's solution](#)

344.

314A

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

Quality: 2,173 global accepts · Rating: 1600 · first AC: 2013-06-21 · Java 7 (first AC) · Tags: implementation
[yarr's solution](#)

345.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-19 · Java 7 (first AC) · Tags: constructive algorithms, greedy
[yarr's solution](#)

346.

291D

[Parallel Programming](#) · [Tutorial](#)

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-12 · Java 7 (first AC) · Tags: *special, greedy
[yarr's solution](#)

347.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-12 · Java 7 (first AC) · Tags: *special, bitmasks, brute force, implementation
[yarr's solution](#)

348.

273B

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

Rating: 1600 · first AC: 2013-02-13 · Java 7 (first AC) · Tags: combinatorics
[yarr's solution](#)

349.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-01 · Java 7 (first AC) · Tags: greedy, math

[yarr's solution](#)

350.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2012-11-16 · Java 7 (first AC) · Tags: bitmasks

[yarr's solution](#)

351.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1600 · first AC: 2012-10-25 · Java 7 (first AC) · Tags: binary search, number theory, two pointers

[yarr's solution](#)

352.

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2012-10-11 · Java 7 (first AC) · Tags: binary search, constructive algorithms, graphs, greedy

[yarr's solution](#)

353.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2012-10-07 · Java 7 (first AC) · Tags: brute force, geometry

[yarr's solution](#)

354.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2012-10-07 · Java 7 (first AC) · Tags: binary search, sortings, two pointers

[yarr's solution](#)

355.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2012-09-19 · Java 7 (first AC) · Tags: binary search, greedy, number theory

[yarr's solution](#)

356.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2012-08-27 · Java 7 (first AC) · Tags: brute force, dp, greedy

[yarr's solution](#)

357.

32D

[Constellation](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 1600 · first AC: 2012-06-19 · Java 7 (first AC) · Tags: implementation

[yarr's solution](#)

358.

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2012-04-14 · Java 7 (first AC) · Tags: greedy, implementation, sortings, two pointers

[yarr's solution](#)

359.

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: *special, brute force, implementation, number theory

[yarr's solution](#)

360.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1600 · first AC: 2012-03-16 · Java 6 (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[yarr's solution](#)

361.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,127 global accepts · Rating: 1600 · first AC: 2012-02-24 · last AC: 2012-03-10 · Java 6 (first AC) · Tags: math, number theory

[yarr's solution](#)

362.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2012-02-24 · last AC: 2012-02-24 · Java 6 (first AC) · Tags: greedy

[yarr's solution](#)

363.

151D

[Quantity of Strings](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-02-17 · Java 6 (first AC) · Tags: combinatorics, dsu, graphs, math

[yarr's solution](#)

364.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1600 · first AC: 2012-02-17 · Java 6 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[yarr's solution](#)

365.

149B

[Martian Clock](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 1600 · first AC: 2012-02-10 · Java 6 (first AC) · Tags: implementation

[yarr's solution](#)

366.

143C

[Help Farmer](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-01-12 · Java 6 (first AC) · Tags: implementation, math

[yarr's solution](#)

367.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2012-01-12 · Java 6 (first AC) · Tags: brute force, math

[yarr's solution](#)

368.

135B

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

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2011-12-09 · Java 6 (first AC) · Tags: brute force, geometry, math

[yarr's solution](#)

369.

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2011-11-25 · Java 6 (first AC) · Tags: dfs and similar, graphs

[yarr's solution](#)

370.

113A

[Grammar Lessons](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1600 · first AC: 2011-09-08 · Java 6 (first AC) · Tags: implementation, strings

[yarr's solution](#)

371.

100E

[Lamps in a Line](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 1600 · first AC: 2011-07-30 · Pike (first AC) · Tags: *special, math

[yarr's solution](#)

372.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2011-05-22 · Java 6 (first AC) · Tags: math

[yarr's solution](#)

373.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,652 global accepts · Rating: 1600 · first AC: 2011-04-13 · Java 6 (first AC) · Tags: binary search, number theory

[yarr's solution](#)

374.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1600 · first AC: 2011-03-29 · Java 6 (first AC) · Tags: dp, math, number theory

[yarr's solution](#)

375.

72H

[Reverse It!](#) · [Tutorial](#)

Quality: 284 global accepts · Rating: 1600 · first AC: 2011-03-20 · Io (first AC) · Tags: *special, implementation

[yarr's solution](#)

376.

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2011-01-28 · Java 6 (first AC) · Tags: implementation

[yarr's solution](#)

377.

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2011-01-04 · Python 2 (first AC) · Tags: combinatorics

[yarr's solution](#)

378.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[yarr's solution](#)

379.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[yarr's solution](#)

380.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yarr's solution](#)

381.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[yarr's solution](#)

382.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[yarr's solution](#)

383.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[yarr's solution](#)

384.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[yarr's solution](#)

385.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[yarr's solution](#)

386.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[yarr's solution](#)

387.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · last AC: 2016-07-28 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[yarr's solution](#)

388.

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

[yarr's solution](#)

389.

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

[yarr's solution](#)

390.

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

[yarr's solution](#)

391.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[yarr's solution](#)

392.

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · PyPy 3 (first AC) · Tags: —

[yarr's solution](#)

393.

524B

[BD>D\\$> CÔC CÔCÄÖD\\$> 2 \(round version\)](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: dp, greedy

[yarr's solution](#)

394.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms

[yarr's solution](#)

395.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,626 global accepts · Rating: 1700 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: dp

[yarr's solution](#)

396.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: math

[yarr's solution](#)

397.

360A

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

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

[yarr's solution](#)

398.

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,669 global accepts · Rating: 1700 · first AC: 2013-07-04 · GNU C++ (first AC) · Tags: combinatorics, math

[yarr's solution](#)

399.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,666 global accepts · Rating: 1700 · first AC: 2013-04-11 · Java 7 (first AC) · Tags: dp, graphs, shortest paths

[yarr's solution](#)

400.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-02 · Java 7 (first AC) · Tags: implementation, math

[yarr's solution](#)

401.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: dp

[yarr's solution](#)

402.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2012-10-01 · Java 7 (first AC) · Tags: binary search, data structures, graphs, shortest paths

[yarr's solution](#)

403.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2012-09-19 · Java 7 (first AC) · Tags: dp, matrices

[yarr's solution](#)

404.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,808 global accepts · Rating: 1700 · first AC: 2012-09-16 · Java 7 (first AC) · Tags: data structures, expression parsing, implementation
[yarr's solution](#)

405.

219D

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

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2012-08-27 · Java 7 (first AC) · Tags: dfs and similar, dp, graphs, trees
[yarr's solution](#)

406.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2012-07-30 · Java 7 (first AC) · Tags: dfs and similar, greedy
[yarr's solution](#)

407.

199C

[About Bacteria](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-06-22 · Java 7 (first AC) · Tags: math
[yarr's solution](#)

408.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2012-06-22 · Java 7 (first AC) · Tags: implementation, math
[yarr's solution](#)

409.

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2012-06-19 · Java 7 (first AC) · Tags: math
[yarr's solution](#)

410.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2012-06-17 · Java 7 (first AC) · Tags: dp, greedy
[yarr's solution](#)

411.

35B

[Warehouse](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 1700 · first AC: 2012-06-17 · Java 7 (first AC) · Tags: implementation
[yarr's solution](#)

412.

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2012-06-14 · Java 7 (first AC) · Tags: brute force, math
[yarr's solution](#)

413.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1700 · first AC: 2012-06-03 · last AC: 2012-06-03 · Java 7 (first AC) · Tags: constructive algorithms, graphs, trees
[yarr's solution](#)

414.

183B

[Zoo](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 1700 · first AC: 2012-04-27 · Java 7 (first AC) · Tags: brute force, geometry
[yarr's solution](#)

415.

183A

[Headquarters](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 1700 · first AC: 2012-04-27 · Java 7 (first AC) · Tags: constructive algorithms, math
[yarr's solution](#)

416.

177E1

[Space Voyage](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 1700 · first AC: 2012-04-21 · Java 7 (first AC) · Tags: binary search
[yarr's solution](#)

417.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: dp
[yarr's solution](#)

418.

164A

[Variable, or There and Back Again](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2012-04-08 · Java 7 (first AC) · Tags: dfs and similar, graphs
[yarr's solution](#)

419.

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · last AC: 2012-03-25 · Java 7 (first AC) · Tags: dp
[yarr's solution](#)

420.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · Java 7 (first AC) · Tags: constructive algorithms, greedy, sortings
[yarr's solution](#)

421.

159E

[Zebra Tower](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 1700 · first AC: 2012-03-09 · last AC: 2012-03-10 · Java 6 (first AC) · Tags: *special, data structures, greedy, sortings
[yarr's solution](#)

422.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2012-02-02 · Java 6 (first AC) · Tags: constructive algorithms, greedy
[yarr's solution](#)

423.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,487 global accepts · Rating: 1700 · first AC: 2011-10-07 · Java 6 (first AC) · Tags: dp
[yarr's solution](#)

424.

53B

[Blog Photo](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 1700 · first AC: 2011-01-06 · last AC: 2011-01-07 · Java 6 (first AC) · Tags: binary search, implementation
[yarr's solution](#)

425.

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2011-08-19 · Java 6 (first AC) · Tags: brute force, implementation
[yarr's solution](#)

426.

105A

[Transmigration](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 1700 · first AC: 2011-08-13 · Java 6 (first AC) · Tags: implementation

[yarr's solution](#)

427.

98A

[Help Victoria the Wise](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 1700 · first AC: 2011-07-22 · Java 6 (first AC) · Tags: brute force, implementation

[yarr's solution](#)

428.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2011-05-04 · Java 6 (first AC) · Tags: implementation, strings

[yarr's solution](#)

429.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2011-05-04 · Java 6 (first AC) · Tags: greedy, math, sortings

[yarr's solution](#)

430.

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2011-04-12 · Java 6 (first AC) · Tags: implementation, math

[yarr's solution](#)

431.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 1700 · first AC: 2011-03-07 · Java 6 (first AC) · Tags: constructive algorithms, math, number theory

[yarr's solution](#)

432.

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: 1700 · first AC: 2011-03-05 · Java 6 (first AC) · Tags: brute force, greedy, implementation

[yarr's solution](#)

433.

63C

[Bulls and Cows](#) · [Tutorial](#)

Quality: 2,002 global accepts · Rating: 1700 · first AC: 2011-02-28 · Java 6 (first AC) · Tags: brute force, implementation

[yarr's solution](#)

434.

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2011-01-22 · Python 2 (first AC) · Tags: data structures, expression parsing, implementation

[yarr's solution](#)

435.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,427 global accepts · Rating: 1800 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[yarr's solution](#)

436.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[yarr's solution](#)

437.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,166 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[yarr's solution](#)

438.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[yarr's solution](#)

439.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[yarr's solution](#)

440.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yarr's solution](#)

441.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[yarr's solution](#)

442.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[yarr's solution](#)

443.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[yarr's solution](#)

444.

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[yarr's solution](#)

445.

645D

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

Quality: 3,343 global accepts · Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[yarr's solution](#)

446.

603B

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

Quality: 2,711 global accepts · Rating: 1800 · first AC: 2015-12-01 · Java 8 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[yarr's solution](#)

447.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[yarr's solution](#)

448.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2015-05-07 · Java 8 (first AC) · Tags: dp
[yarr's solution](#)

449.

532E

[Correcting Mistakes](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —
[yarr's solution](#)

450.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-19 · Java 8 (first AC) · Tags: dp, greedy
[yarr's solution](#)

451.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math
[yarr's solution](#)

452.

487A

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

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-21 · Java 8 (first AC) · Tags: binary search, brute force, implementation
[yarr's solution](#)

453.

482B

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

Quality: 7,734 global accepts · Rating: 1800 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, trees
[yarr's solution](#)

454.

459D

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

Quality: 12,813 global accepts · Rating: 1800 · first AC: 2014-08-18 · GNU C++ (first AC) · Tags: data structures, divide and conquer, sortings
[yarr's solution](#)

455.

452B

[4-point polyline](#) · [Tutorial](#)

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

456.

300C

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

Quality: 11,761 global accepts · Rating: 1800 · first AC: 2014-01-05 · Java 7 (first AC) · Tags: brute force, combinatorics
[yarr's solution](#)

457.

325B

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

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2013-07-13 · Java 7 (first AC) · Tags: binary search, math
[yarr's solution](#)

458.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,016 global accepts · Rating: 1800 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: data structures, strings
[yarr's solution](#)

459.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2013-01-11 · Java 7 (first AC) · Tags: brute force, geometry, math
[yarr's solution](#)

460.

251B

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

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2012-12-06 · Java 7 (first AC) · Tags: implementation, math
[yarr's solution](#)

461.

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2012-11-07 · Java 7 (first AC) · Tags: constructive algorithms
[yarr's solution](#)

462.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2012-08-31 · last AC: 2012-09-05 · Java 7 (first AC) · Tags: constructive algorithms, data structures
[yarr's solution](#)

463.

200C

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

Quality: 1,108 global accepts · Rating: 1800 · first AC: 2012-06-25 · last AC: 2012-06-25 · Java 7 (first AC) · Tags: brute force, implementation
[yarr's solution](#)

464.

195C

[Try and Catch](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 1800 · first AC: 2012-06-10 · Java 7 (first AC) · Tags: expression parsing, implementation
[yarr's solution](#)

465.

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2012-05-16 · Java 7 (first AC) · Tags: geometry
[yarr's solution](#)

466.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2012-05-10 · last AC: 2012-05-10 · Java 7 (first AC) · Tags: dp, shortest paths
[yarr's solution](#)

467.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2012-05-04 · Java 7 (first AC) · Tags: math, ternary search
[yarr's solution](#)

468.

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2012-04-22 · MS C++ (first AC) · Tags: binary search, dp, two pointers
[yarr's solution](#)

469.

180A

[Defragmentation](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 1800 · first AC: 2012-04-22 · MS C++ (first AC) · Tags: implementation

[yarr's solution](#)

470.

177F1

[Script Generation](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 1800 · first AC: 2012-04-21 · last AC: 2012-04-21 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

471.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2012-04-06 · last AC: 2012-04-14 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[yarr's solution](#)

472.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,186 global accepts · Rating: 1800 · first AC: 2012-03-11 · last AC: 2012-03-11 · Java 7 (first AC) · Tags: dfs and similar, dp, trees

[yarr's solution](#)

473.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2012-02-02 · Java 6 (first AC) · Tags: dp, games, math, probabilities

[yarr's solution](#)

474.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2012-01-12 · last AC: 2012-01-13 · Java 6 (first AC) · Tags: constructive algorithms, greedy, implementation

[yarr's solution](#)

475.

143D

[Help General](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-01-12 · Java 6 (first AC) · Tags: graph matchings, greedy, math

[yarr's solution](#)

476.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · Java 6 (first AC) · Tags: greedy, sortings

[yarr's solution](#)

477.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · Java 6 (first AC) · Tags: brute force, greedy, implementation

[yarr's solution](#)

478.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1800 · first AC: 2012-01-04 · Java 6 (first AC) · Tags: binary search, data structures, greedy

[yarr's solution](#)

479.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2011-12-03 · Java 6 (first AC) · Tags: dp

[yarr's solution](#)

480.

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2011-11-03 · Java 6 (first AC) · Tags: math

[yarr's solution](#)

481.

120G

[Boom](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 1800 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: implementation

[yarr's solution](#)

482.

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 1800 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: graph matchings

[yarr's solution](#)

483.

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2011-09-23 · Java 6 (first AC) · Tags: brute force, number theory

[yarr's solution](#)

484.

105B

[Dark Assembly](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 1800 · first AC: 2011-08-13 · Java 6 (first AC) · Tags: brute force, probabilities

[yarr's solution](#)

485.

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: data structures, greedy

[yarr's solution](#)

486.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2011-04-19 · last AC: 2011-04-19 · Java 6 (first AC) · Tags: math, probabilities

[yarr's solution](#)

487.

72E

[Ali goes shopping](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 1800 · first AC: 2011-03-20 · Io (first AC) · Tags: *special, brute force, strings

[yarr's solution](#)

488.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2011-03-13 · Java 6 (first AC) · Tags: dp, graphs, greedy, implementation

[yarr's solution](#)

489.

67B

[Restoration of the Permutation](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 1800 · first AC: 2011-03-13 · Java 6 (first AC) · Tags: greedy

[yarr's solution](#)

490.

66C

[Petya and File System](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 1800 · first AC: 2011-03-07 · Java 6 (first AC) · Tags: data structures, implementation

[yarr's solution](#)

491.

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 1800 · first AC: 2011-03-05 · Java 6 (first AC) · Tags: implementation, math

[yarr's solution](#)

492.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-08-01 · last AC: 2025-08-02 · Python 3 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[yarr's solution](#)

493.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1900 · first AC: 2025-04-06 · last AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[yarr's solution](#)

494.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yarr's solution](#)

495.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[yarr's solution](#)

496.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[yarr's solution](#)

497.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · last AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[yarr's solution](#)

498.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2019-11-06 · last AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[yarr's solution](#)

499.

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[yarr's solution](#)

500.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary

search

[yarr's solution](#)

501.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,135 global accepts · Rating: 1900 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yarr's solution](#)

502.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · Java 8 (first AC) · Tags: greedy, implementation

[yarr's solution](#)

503.

930C

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

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[yarr's solution](#)

504.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[yarr's solution](#)

505.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · last AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[yarr's solution](#)

506.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[yarr's solution](#)

507.

687C

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

Quality: 8,346 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

[yarr's solution](#)

508.

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

[yarr's solution](#)

509.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 1900 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[yarr's solution](#)

510.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[yarr's solution](#)

511.

524C

[The Art of Dealing with ATM](#) · [Tutorial](#)

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: binary search, sortings
[yarr's solution](#)

512.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,854 global accepts · Rating: 1900 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees
[yarr's solution](#)

513.

457B

[Distributed Join](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 1900 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: greedy
[yarr's solution](#)

514.

452D

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

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: greedy, implementation
[yarr's solution](#)

515.

438B

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

Rating: 1900 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: dp, dsu, sortings
[yarr's solution](#)

516.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: bitmasks, dp, sortings
[yarr's solution](#)

517.

110D

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

Rating: 1900 · first AC: 2014-01-05 · Java 7 (first AC) · Tags: brute force, combinatorics, dfs and similar, probabilities
[yarr's solution](#)

518.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2014-01-05 · last AC: 2014-01-05 · Java 7 (first AC) · Tags: combinatorics, divide and conquer, dp
[yarr's solution](#)

519.

367B

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

Quality: 2,681 global accepts · Rating: 1900 · first AC: 2013-11-26 · Java 7 (first AC) · Tags: binary search, data structures
[yarr's solution](#)

520.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1900 · first AC: 2013-11-24 · Java 7 (first AC) · Tags: dp
[yarr's solution](#)

521.

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-04-15 · last AC: 2013-04-15 · Java 7 (first AC) · Tags: data structures, dfs and

similar, dp, dsu

[yarr's solution](#)

522.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,884 global accepts · Rating: 1900 · first AC: 2013-04-15 · last AC: 2013-04-15 · Java 7 (first AC) · Tags: data structures

[yarr's solution](#)

523.

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2013-01-11 · Java 7 (first AC) · Tags: greedy, math

[yarr's solution](#)

524.

241G

[Challenging Balloons](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 1900 · first AC: 2012-11-01 · Java 7 (first AC) · Tags: constructive algorithms

[yarr's solution](#)

525.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2012-10-11 · Java 7 (first AC) · Tags: bitmasks, combinatorics, dp, math

[yarr's solution](#)

526.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: combinatorics, graphs, math

[yarr's solution](#)

527.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2012-09-16 · Java 7 (first AC) · Tags: data structures, dp, strings

[yarr's solution](#)

528.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-09-16 · Java 7 (first AC) · Tags: combinatorics, math, number theory

[yarr's solution](#)

529.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: combinatorics, dp

[yarr's solution](#)

530.

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1900 · first AC: 2012-07-23 · Java 7 (first AC) · Tags: dfs and similar, dp

[yarr's solution](#)

531.

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2012-07-23 · Java 7 (first AC) · Tags: dp, graphs, shortest paths

[yarr's solution](#)

532.

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2012-05-17 · Java 7 (first AC) · Tags: two pointers

[yarr's solution](#)

533.

180D

[Name](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 1900 · first AC: 2012-04-22 · MS C++ (first AC) · Tags: greedy, strings

[yarr's solution](#)

534.

177E2

[Space Voyage](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 1900 · first AC: 2012-04-21 · Java 7 (first AC) · Tags: binary search

[yarr's solution](#)

535.

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2012-04-06 · last AC: 2012-04-06 · GNU C++ (first AC) · Tags: brute force, dp

[yarr's solution](#)

536.

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-04 · Java 6 (first AC) · Tags: *special, dp, sortings

[yarr's solution](#)

537.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2012-02-02 · Java 6 (first AC) · Tags: dp

[yarr's solution](#)

538.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2012-01-18 · last AC: 2012-01-21 · Java 6 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[yarr's solution](#)

539.

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 1900 · first AC: 2011-12-17 · Java 6 (first AC) · Tags: dp, strings

[yarr's solution](#)

540.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2011-12-09 · Java 6 (first AC) · Tags: constructive algorithms, games, greedy

[yarr's solution](#)

541.

5C

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

Quality: 18,073 global accepts · Rating: 1900 · first AC: 2010-03-20 · Java 6 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[yarr's solution](#)

542.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2011-10-18 · last AC: 2011-10-18 · GNU C++ (first AC) · Tags: divide and conquer, geometry, sortings

[yarr's solution](#)

543.

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2011-10-14 · Java 6 (first AC) · Tags: constructive algorithms, implementation, sortings
[yarr's solution](#)

544.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2011-10-07 · Java 6 (first AC) · Tags: brute force, greedy, sortings, strings
[yarr's solution](#)

545.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,388 global accepts · Rating: 1900 · first AC: 2011-07-25 · Java 6 (first AC) · Tags: shortest paths
[yarr's solution](#)

546.

72F

[Oil](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 1900 · first AC: 2011-03-20 · Io (first AC) · Tags: *special, greedy, math
[yarr's solution](#)

547.

63D

[Dividing Island](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2011-02-28 · Java 6 (first AC) · Tags: constructive algorithms
[yarr's solution](#)

548.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2011-01-14 · Python 2 (first AC) · Tags: games
[yarr's solution](#)

549.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 2000 · first AC: 2025-08-02 · Python 3 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[yarr's solution](#)

550.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices
[yarr's solution](#)

551.

1142B

[Lynnyrd Skynnyrd](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees
[yarr's solution](#)

552.

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
[yarr's solution](#)

553.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures

[yarr's solution](#)

554.

662D

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

Quality: 1,715 global accepts · Rating: 2000 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yarr's solution](#)

555.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-27 · last AC: 2016-02-27 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math

[yarr's solution](#)

556.

611D

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

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[yarr's solution](#)

557.

541C

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

Rating: 2000 · first AC: 2015-05-03 · Java 8 (first AC) · Tags: —

[yarr's solution](#)

558.

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · Java 8 (first AC) · Tags: —

[yarr's solution](#)

559.

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: brute force, greedy, math

[yarr's solution](#)

560.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2000 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, data structures

[yarr's solution](#)

561.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,213 global accepts · Rating: 2000 · first AC: 2014-11-21 · Java 8 (first AC) · Tags: binary search, data structures, dp, two pointers

[yarr's solution](#)

562.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: brute force, geometry

[yarr's solution](#)

563.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, data structures, dp, sortings, trees

[yarr's solution](#)

564.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: brute force, data structures, greedy
[yarr's solution](#)

565.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 2000 · first AC: 2014-07-25 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths
[yarr's solution](#)

566.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2000 · first AC: 2014-01-20 · last AC: 2014-03-22 · Java 7 (first AC) · Tags: data structures, dfs and similar, trees
[yarr's solution](#)

567.

380C

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

Quality: 19,784 global accepts · Rating: 2000 · first AC: 2014-01-12 · Java 7 (first AC) · Tags: data structures, schedules
[yarr's solution](#)

568.

26C

[Parquet](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2000 · first AC: 2014-01-05 · last AC: 2014-01-05 · Java 7 (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation
[yarr's solution](#)

569.

367C

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

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2013-11-26 · Java 7 (first AC) · Tags: graphs, greedy, sortings
[yarr's solution](#)

570.

366D

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

Quality: 1,726 global accepts · Rating: 2000 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers
[yarr's solution](#)

571.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: binary search, dp
[yarr's solution](#)

572.

346B

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

Quality: 4,261 global accepts · Rating: 2000 · first AC: 2013-09-20 · Java 7 (first AC) · Tags: dp, strings
[yarr's solution](#)

573.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-08-16 · Java 7 (first AC) · Tags: dfs and similar, dp, trees
[yarr's solution](#)

574.

314C

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

Quality: 2,005 global accepts · Rating: 2000 · first AC: 2013-06-21 · last AC: 2013-06-22 · Java 7 (first AC) · Tags: data structures, dp
[yarr's solution](#)

575.

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2013-06-21 · Java 7 (first AC) · Tags: binary search, dfs and similar, strings
[yarr's solution](#)

576.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: brute force
[yarr's solution](#)

577.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2013-04-12 · Java 7 (first AC) · Tags: *special, dfs and similar, hashing, strings
[yarr's solution](#)

578.

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2012-12-06 · Java 7 (first AC) · Tags: dp, greedy, number theory
[yarr's solution](#)

579.

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2012-11-16 · Java 7 (first AC) · Tags: graphs, sortings
[yarr's solution](#)

580.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,864 global accepts · Rating: 2000 · first AC: 2012-11-15 · last AC: 2012-11-15 · GNU C++ (first AC) · Tags: bitmasks, data structures
[yarr's solution](#)

581.

237D

[T-decomposition](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2000 · first AC: 2012-10-25 · last AC: 2012-10-25 · Java 7 (first AC) · Tags: dfs and similar, graphs, greedy, trees
[yarr's solution](#)

582.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2012-10-25 · Java 7 (first AC) · Tags: flows, graphs
[yarr's solution](#)

583.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2012-07-30 · last AC: 2012-07-30 · GNU C++ (first AC) · Tags: dp
[yarr's solution](#)

584.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2012-07-11 · last AC: 2012-07-11 · Java 7 (first AC) · Tags: math, probabilities
[yarr's solution](#)

585.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2000 · first AC: 2012-06-14 · last AC: 2012-06-14 · Java 7 (first AC) · Tags: dp
[yarr's solution](#)

586.

18D

[Seller Bob](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2000 · first AC: 2012-06-14 · Java 7 (first AC) · Tags: brute force, dp, greedy
[yarr's solution](#)

587.

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2012-06-10 · last AC: 2012-06-10 · Java 7 (first AC) · Tags: data structures, dsu, graphs
[yarr's solution](#)

588.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2012-06-03 · last AC: 2012-06-03 · Java 7 (first AC) · Tags: brute force
[yarr's solution](#)

589.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 2000 · first AC: 2012-05-19 · Java 7 (first AC) · Tags: games
[yarr's solution](#)

590.

164B

[Ancient Berland Hieroglyphs](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2000 · first AC: 2012-04-08 · Java 7 (first AC) · Tags: two pointers
[yarr's solution](#)

591.

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2000 · first AC: 2012-04-01 · Java 7 (first AC) · Tags: *special, implementation
[yarr's solution](#)

592.

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2012-04-01 · Secret_171 (first AC) · Tags: *special
[yarr's solution](#)

593.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2012-03-25 · last AC: 2012-03-25 · Java 7 (first AC) · Tags: binary search
[yarr's solution](#)

594.

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2011-10-14 · Java 6 (first AC) · Tags: dp
[yarr's solution](#)

595.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2011-10-07 · Java 6 (first AC) · Tags: dfs and similar, graphs
[yarr's solution](#)

596.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2011-09-23 · Java 6 (first AC) · Tags: dfs and similar, graphs

[yarr's solution](#)

597.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2011-09-08 · Java 6 (first AC) · Tags: brute force, data structures, hashing, strings

[yarr's solution](#)

598.

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2011-05-07 · Java 6 (first AC) · Tags: data structures, dfs and similar, sortings

[yarr's solution](#)

599.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2011-04-13 · Java 6 (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[yarr's solution](#)

600.

58D

[Calendar](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2011-01-31 · last AC: 2011-02-01 · Java 6 (first AC) · Tags: greedy, strings

[yarr's solution](#)

601.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2100 · first AC: 2025-04-06 · last AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[yarr's solution](#)

602.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2025-04-06 · last AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[yarr's solution](#)

603.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[yarr's solution](#)

604.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[yarr's solution](#)

605.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-06 · Java 11 (first AC) · Tags: constructive algorithms, math

[yarr's solution](#)

606.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[yarr's solution](#)

607.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2100 · first AC: 2018-09-05 · Java 8 (first AC) · Tags: binary search, interactive, probabilities
[yarr's solution](#)

608.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, trees
[yarr's solution](#)

609.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees
[yarr's solution](#)

610.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-16 · last AC: 2016-03-18 · GNU C++11 (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings
[yarr's solution](#)

611.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dp, greedy
[yarr's solution](#)

612.

541F

[Quest](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-05-03 · Java 8 (first AC) · Tags: —
[yarr's solution](#)

613.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: greedy, two pointers
[yarr's solution](#)

614.

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: greedy
[yarr's solution](#)

615.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: binary search, math, sortings, two pointers
[yarr's solution](#)

616.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 2100 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: data structures, math, number theory
[yarr's solution](#)

617.

414C

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

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

[yarr's solution](#)

618.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2013-08-25 · Java 7 (first AC) · Tags: dp, geometry

[yarr's solution](#)

619.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2012-11-07 · Java 7 (first AC) · Tags: dfs and similar, dp, greedy, trees

[yarr's solution](#)

620.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2012-10-07 · Java 7 (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[yarr's solution](#)

621.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: dp, greedy, two pointers

[yarr's solution](#)

622.

220C

[Little Elephant and Shifts](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2012-08-31 · Java 7 (first AC) · Tags: data structures

[yarr's solution](#)

623.

217B

[Blackboard Fibonacci](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2012-08-18 · last AC: 2012-08-18 · Java 7 (first AC) · Tags: brute force, math

[yarr's solution](#)

624.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2012-07-23 · last AC: 2012-07-24 · Java 7 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[yarr's solution](#)

625.

35E

[Parade](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2100 · first AC: 2012-06-17 · Java 6 (first AC) · Tags: data structures, sortings

[yarr's solution](#)

626.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2012-05-17 · last AC: 2012-05-17 · Java 7 (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[yarr's solution](#)

627.

163C

[Conveyor](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2100 · first AC: 2012-03-25 · Java 7 (first AC) · Tags: sortings, two pointers

[yarr's solution](#)

628.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,031 global accepts · Rating: 2100 · first AC: 2012-03-23 · last AC: 2012-03-23 · Java 7 (first AC) · Tags: geometry, sortings
[yarr's solution](#)

629.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2012-03-16 · Java 6 (first AC) · Tags: data structures, dsu, trees
[yarr's solution](#)

630.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2012-01-22 · last AC: 2012-01-22 · Java 6 (first AC) · Tags: combinatorics, dp, math
[yarr's solution](#)

631.

132B

[Piet](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2100 · first AC: 2011-12-03 · Java 6 (first AC) · Tags: implementation
[yarr's solution](#)

632.

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2010-03-20 · Java 6 (first AC) · Tags: implementation, math
[yarr's solution](#)

633.

81D

[Polycarp's Picture Gallery](#) · [Tutorial](#)

Quality: 805 global accepts · Rating: 2100 · first AC: 2011-05-04 · Java 6 (first AC) · Tags: constructive algorithms, greedy
[yarr's solution](#)

634.

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2011-04-12 · Java 6 (first AC) · Tags: greedy, two pointers
[yarr's solution](#)

635.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · last AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[yarr's solution](#)

636.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2025-04-06 · last AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[yarr's solution](#)

637.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices
[yarr's solution](#)

638.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2018-09-05 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings
[yarr's solution](#)

639.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 2200 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[yarr's solution](#)

640.

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[yarr's solution](#)

641.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[yarr's solution](#)

642.

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

[yarr's solution](#)

643.

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

[yarr's solution](#)

644.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,898 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[yarr's solution](#)

645.

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · Java 8 (first AC) · Tags: games, math

[yarr's solution](#)

646.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[yarr's solution](#)

647.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2015-09-06 · Java 8 (first AC) · Tags: dfs and similar, graphs, trees

[yarr's solution](#)

648.

526D

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

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: hashing, string suffix structures, strings

[yarr's solution](#)

649.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-04 · last AC: 2015-03-04 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, number theory

[yarr's solution](#)

650.

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: brute force, implementation, math

[yarr's solution](#)

651.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2013-11-20 · Java 7 (first AC) · Tags: dp, greedy

[yarr's solution](#)

652.

346C

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

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2013-09-20 · Java 7 (first AC) · Tags: greedy, math

[yarr's solution](#)

653.

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-08-16 · Java 7 (first AC) · Tags: brute force, dp, number theory

[yarr's solution](#)

654.

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-02-14 · GNU C++ (first AC) · Tags: graphs, greedy

[yarr's solution](#)

655.

257E

[Greedy Elevator](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 2200 · first AC: 2013-01-11 · Java 7 (first AC) · Tags: data structures, implementation

[yarr's solution](#)

656.

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2012-09-19 · last AC: 2012-09-19 · Java 7 (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[yarr's solution](#)

657.

219E

[Parking Lot](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2200 · first AC: 2012-08-27 · Java 7 (first AC) · Tags: data structures

[yarr's solution](#)

658.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2012-06-13 · Java 7 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[yarr's solution](#)

659.

172E

[BHTML+BCSS](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2200 · first AC: 2012-04-03 · last AC: 2012-04-04 · Java 7 (first AC) · Tags: *special, dfs and similar, expression parsing

[yarr's solution](#)

660.

165E

[Compatible Numbers](#) · [Tutorial](#)

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2012-03-16 · last AC: 2012-03-16 · Java 6 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[yarr's solution](#)

661.

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2012-01-18 · last AC: 2012-01-18 · Java 6 (first AC) · Tags: data structures, greedy

[yarr's solution](#)

662.

71D

[Solitaire](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2011-03-29 · Java 6 (first AC) · Tags: brute force, implementation

[yarr's solution](#)

663.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2011-01-22 · GNU C (first AC) · Tags: binary search, data structures, sortings

[yarr's solution](#)

664.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[yarr's solution](#)

665.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yarr's solution](#)

666.

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · Java 11 (first AC) · Tags: constructive algorithms, math

[yarr's solution](#)

667.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[yarr's solution](#)

668.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-19 · Java 8 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[yarr's solution](#)

669.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2300 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[yarr's solution](#)

670.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[yarr's solution](#)

671.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2014-11-21 · Java 8 (first AC) · Tags: constructive algorithms, math, number theory

[yarr's solution](#)

672.

438D

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

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: data structures, math

[yarr's solution](#)

673.

414D

[Mashmikh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2014-04-06 · Java 8 (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[yarr's solution](#)

674.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: dp

[yarr's solution](#)

675.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2014-01-05 · Java 7 (first AC) · Tags: combinatorics, dp, greedy

[yarr's solution](#)

676.

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: brute force, number theory

[yarr's solution](#)

677.

177F2

[Script Generation](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2300 · first AC: 2012-04-21 · last AC: 2012-04-21 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

678.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2012-02-24 · last AC: 2012-03-18 · GNU C++ (first AC) · Tags: graphs, hashing, sortings

[yarr's solution](#)

679.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2011-09-17 · last AC: 2012-01-21 · Java 6 (first AC) · Tags: binary search, brute force, data structures, implementation

[yarr's solution](#)

680.

143E

[Help Caretaker](#) · [Tutorial](#)

Rating: 2300 · first AC: 2012-01-12 · Java 6 (first AC) · Tags: —

[yarr's solution](#)

681.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2012-01-12 · Java 6 (first AC) · Tags: brute force, dp

[yarr's solution](#)

682.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2025-04-06 · Java 21 (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[yarr's solution](#)

683.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2025-03-30 · last AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[yarr's solution](#)

684.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · last AC: 2020-12-06 · Java 8 (first AC) · Tags: dp, implementation

[yarr's solution](#)

685.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yarr's solution](#)

686.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[yarr's solution](#)

687.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · last AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[yarr's solution](#)

688.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[yarr's solution](#)

689.

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: dp, implementation, math, probabilities

[yarr's solution](#)

690.

541A

[Place Your Ad Here](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[yarr's solution](#)

691.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-04-17 · Java 8 (first AC) · Tags: hashing, string suffix structures, strings
[yarr's solution](#)

692.

524E

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

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings
[yarr's solution](#)

693.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: data structures, dsu, string suffix structures, strings
[yarr's solution](#)

694.

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2014-01-12 · Java 7 (first AC) · Tags: graphs, implementation
[yarr's solution](#)

695.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2013-12-24 · last AC: 2013-12-25 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees
[yarr's solution](#)

696.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2013-11-26 · Java 7 (first AC) · Tags: bitmasks, dfs and similar
[yarr's solution](#)

697.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2013-09-07 · last AC: 2013-09-07 · Java 7 (first AC) · Tags: data structures, divide and conquer, trees
[yarr's solution](#)

698.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2013-04-22 · last AC: 2013-04-22 · GNU C++ (first AC) · Tags: brute force, math, number theory
[yarr's solution](#)

699.

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2012-06-22 · last AC: 2012-06-22 · Java 7 (first AC) · Tags: binary search, data structures, sortings
[yarr's solution](#)

700.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[yarr's solution](#)

701.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · last AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[yarr's solution](#)

702.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-23 · last AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yarr's solution](#)

703.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[yarr's solution](#)

704.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[yarr's solution](#)

705.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-12-02 · last AC: 2016-03-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[yarr's solution](#)

706.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-12-30 · last AC: 2015-12-30 · GNU C++11 (first AC) · Tags: binary search, implementation

[yarr's solution](#)

707.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2014-07-26 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[yarr's solution](#)

708.

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: combinatorics, dp

[yarr's solution](#)

709.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2013-09-27 · Java 7 (first AC) · Tags: brute force, data structures

[yarr's solution](#)

710.

176D

[Hyper String](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2500 · first AC: 2012-04-20 · Java 7 (first AC) · Tags: dp

[yarr's solution](#)

711.

166D

[Shoe Store](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2012-03-23 · last AC: 2012-03-23 · Java 7 (first AC) · Tags: dp, graph matchings, greedy, sortings, two pointers

[yarr's solution](#)

712.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2012-01-03 · last AC: 2012-01-03 · Java 6 (first AC) · Tags: binary search, graphs, matrices
[yarr's solution](#)

713.

1970D2

[Arithmancy \(Medium\)](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2600 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings
[yarr's solution](#)

714.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings
[yarr's solution](#)

715.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[yarr's solution](#)

716.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings
[yarr's solution](#)

717.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-07 · last AC: 2016-03-14 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing
[yarr's solution](#)

718.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2015-05-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, hashing, math, number theory
[yarr's solution](#)

719.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: bitmasks, dp, probabilities
[yarr's solution](#)

720.

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2014-09-20 · Java 8 (first AC) · Tags: data structures, divide and conquer, dp
[yarr's solution](#)

721.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2013-12-26 · last AC: 2013-12-26 · GNU C++ (first AC) · Tags: bitmasks, shortest paths
[yarr's solution](#)

722.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2011-01-04 · Python 2 (first AC) · Tags: brute force, dp
[yarr's solution](#)

723.

576D

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

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2015-09-13 · Java 8 (first AC) · Tags: dp, matrices
[yarr's solution](#)

724.

575C

[Party](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graph matchings
[yarr's solution](#)

725.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: dp, hashing
[yarr's solution](#)

726.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2013-11-26 · Java 7 (first AC) · Tags: combinatorics, dp
[yarr's solution](#)

727.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[yarr's solution](#)

728.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp
[yarr's solution](#)

729.

698E

[Cron](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 2800 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: —
[yarr's solution](#)

730.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory
[yarr's solution](#)

731.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2015-03-06 · last AC: 2015-03-06 · GNU C++0x (first AC) · Tags: greedy
[yarr's solution](#)

732.

204E

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

Quality: 1,435 global accepts · Rating: 2800 · first AC: 2012-07-12 · last AC: 2012-07-19 · Java 7 (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[yarr's solution](#)

733.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[yarr's solution](#)

734.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2013-11-20 · last AC: 2013-11-20 · Java 7 (first AC) · Tags: brute force, math, probabilities

[yarr's solution](#)

735.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2016-11-23 · last AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[yarr's solution](#)

736.

641F

[Little Artem and 2-SAT](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 3000 · first AC: 2016-04-29 · last AC: 2016-04-29 · GNU C++11 (first AC) · Tags: —

[yarr's solution](#)

737.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2016-05-07 · last AC: 2016-05-07 · GNU C++11 (first AC) · Tags: data structures

[yarr's solution](#)

738.

1275E1

[A→CÔBD >C`LCÔ0Dò AD4<CÄ0](#)

Quality: 265 global accepts · Rating: — · first AC: 2019-12-08 · last AC: 2019-12-16 · Python 3 (first AC) · Tags: *special

[yarr's solution](#)

739.

1275F

[B.,0D4C.,@ Cä2C =C,,5 Cö>D BCä2](#)

Quality: 92 global accepts · Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, interactive

[yarr's solution](#)

740.

1275E2

[A→CÔBD >C`LCÔ0Dò AD4<CÄ0](#)

Quality: 138 global accepts · Rating: — · first AC: 2019-12-09 · Python 3 (first AC) · Tags: *special

[yarr's solution](#)

741.

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-06 · last AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[yarr's solution](#)

742.

1275C

[#define At0CD0D10B ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[yarr's solution](#)

743.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[yarr's solution](#)

744.

1275A

[B 1D0K\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[yarr's solution](#)

745.

100792F

[Flow Management](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[yarr's solution](#)

746.

100792B

[Banana Brain's Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · Java 8 (first AC) · Tags: —

[yarr's solution](#)

747.

100701D

[AD5C00D BCä2D² 4CT@CT2DÄO](#)

Rating: — · first AC: 2015-06-14 · Java 8 (first AC) · Tags: —

[yarr's solution](#)

748.

100701A

[A,3D0i0 > D BD >C00CÄ8](#)

Rating: — · first AC: 2015-06-14 · Java 8 (first AC) · Tags: —

[yarr's solution](#)

749.

100701B

[B 0011G 5CÔ8CR =C :Cä<C =CDK](#)

Rating: — · first AC: 2015-06-14 · Java 8 (first AC) · Tags: —

[yarr's solution](#)

750.

100078E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-05 · Java 8 (first AC) · Tags: —

[yarr's solution](#)

751.

100627G

[A\\$K0ia D K](#)

Rating: — · first AC: 2015-04-03 · GNU C++11 (first AC) · Tags: —

[yarr's solution](#)

752.

100627R

[A05C00D 2 AÔ A, 'A Aà](#)

Rating: — · first AC: 2015-03-29 · Java 8 (first AC) · Tags: —

[yarr's solution](#)

753.

100627Y

[B 50Ä0CÔB C ADD0C`LD\\$0](#)

Rating: — · first AC: 2015-03-29 · Java 8 (first AC) · Tags: —

[yarr's solution](#)

754.

100516F

[B 0D\\$8CÔ=C O D 0C >D\\$0](#)

Rating: — · first AC: 2015-03-14 · Java 8 (first AC) · Tags: —

[yarr's solution](#)

755.

100516I

[B<C&iD"5CÔ8Dö](#)

Rating: — · first AC: 2015-03-14 · last AC: 2015-03-14 · Java 8 (first AC) · Tags: —

[yarr's solution](#)

756.

100516A

[A4@CaD](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

[yarr's solution](#)

757.

100516J

[AD80i3D 0CÄ<C](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

[yarr's solution](#)

758.

100516H

[AÄ00f5CÔLC#0Dò HC ;CäAD\\$](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

[yarr's solution](#)

759.

100516E

[AÖ>C\\$>CR @C 7C\\$;CTGCT=C,,5](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

[yarr's solution](#)

760.

100516D

[B4GCT#DÄ5- D 2CTB, C =CTCDt5CÔLCR Ò BDÄ<C](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

[yarr's solution](#)

761.

100516B

[A·N08CÄ0Dò AD\\$@Cä:C](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

[yarr's solution](#)

762.

100062C

[C · Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

[yarr's solution](#)

763.

100062D

[D · Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

[yarr's solution](#)

764.

100538L

[A\\$>015C"1Cä;](#)

Rating: — · first AC: 2015-03-09 · GNU C++0x (first AC) · Tags: —

[yarr's solution](#)

765.

100613D

[A@Ca1D 1D4@C45D 0](#)

Rating: — · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: —

[yarr's solution](#)

766.

100613C

[A=0;6CÄ0D\\$5C`LCÔ0Dò 8C4@C](#)

Rating: — · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: —

[yarr's solution](#)

767.

100613A

[A=0;6CÄ0Dò :Cä;C`5C^FC,,O A4CC :C, Cä1C](#)

Rating: — · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: —

[yarr's solution](#)

768.

100538C

[B=0;6CÄ0Cb A C^=C,,3C <C€](#)

Rating: — · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: —

[yarr's solution](#)

769.

100538D

[BT=0;6CÄ](#)

Rating: — · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: —

[yarr's solution](#)

770.

100538B

[BD8Ct;D4;DÄBD4@CÔKC' 7C ;](#)

Rating: — · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: —

[yarr's solution](#)

771.

100538J

[A;3D;0;D > D BD >C^>C•](#)

Rating: — · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: —

[yarr's solution](#)

772.

100538I

[A;3D;0;D CT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: —

[yarr's solution](#)

773.

100538F

[A;3D;0;D C @](#)

Rating: — · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: —

[yarr's solution](#)

774.

100538G

[AD8CÄ0D 8 C^>CÔAD\\$@D4:D\\$>D](#)

Rating: — · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: —

[yarr's solution](#)

775.

100538E

[B4@Cä; DD8Ct;D4;DÄBD4@D°](#)

Rating: — · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: —

[yarr's solution](#)

776.

100599I

[B2 ;Dä10Cä9 CÄ0C48C, 5D BDÄ AC\\$>Dò FCT=C](#)

Rating: — · first AC: 2015-02-14 · Java 8 (first AC) · Tags: —

[yarr's solution](#)

777.

100599E

[A.,B\\$C';CT:D\\$CC;DÄ=D'9 CäBCöCD :](#)

Rating: — · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: —

[yarr's solution](#)

778.

100599G

[B\\$CöDäD4;CT=D\\$=CäAD\\$L](#)

Rating: — · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: —

[yarr's solution](#)

779.

100599H

[Bö7DutPü!](#)

Rating: — · first AC: 2015-02-14 · Java 8 (first AC) · Tags: —

[yarr's solution](#)

780.

100599D

[Aö=C\\$D 5C'LCP](#)

Rating: — · first AC: 2015-02-14 · Java 8 (first AC) · Tags: —

[yarr's solution](#)

781.

100599C

[B\\$DäCö@CäA](#)

Rating: — · first AC: 2015-02-14 · Java 8 (first AC) · Tags: —

[yarr's solution](#)

782.

100599F

[B.@CTAC,,7CT<DÄ5 C" >Cö0D =CäAD\\$8](#)

Rating: — · first AC: 2015-02-14 · Java 8 (first AC) · Tags: —

[yarr's solution](#)

783.

100599B

[ABC · Tutorial](#)

Rating: — · first AC: 2015-02-14 · Java 8 (first AC) · Tags: —

[yarr's solution](#)

784.

100587C

[Autocomplete Strikes Back · Tutorial](#)

Rating: — · first AC: 2015-01-25 · Java 8 (first AC) · Tags: —

[yarr's solution](#)

785.

100587A

[Lazy Sort · Tutorial](#)

Rating: — · first AC: 2015-01-25 · Java 8 (first AC) · Tags: —

[yarr's solution](#)

786.

100506B

[Bus Pass · Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

787.

100506I

[Ranking · Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

788.

100506D

[Dice Password Security](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

789.

100506J

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

790.

100506G

[Pachinko](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

791.

100506A

[Average distance](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

792.

100503C

[Electrician](#) · [Tutorial](#)

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

[yarr's solution](#)

793.

100503D

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

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

[yarr's solution](#)

794.

100503F

[The Monochrome Picture](#) · [Tutorial](#)

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

[yarr's solution](#)

795.

100503K

[Wiki Lists](#) · [Tutorial](#)

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

[yarr's solution](#)

796.

100503A

[Walking around Berhattan](#) · [Tutorial](#)

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

[yarr's solution](#)

797.

100503H

[Annuity Payment Scheme](#) · [Tutorial](#)

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

[yarr's solution](#)

798.

100503G

[Plural Form of Nouns](#) · [Tutorial](#)

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

[yarr's solution](#)

799.

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-05 · last AC: 2014-03-22 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

800.

100307I

[Interactive Interception](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-03 · last AC: 2013-12-03 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

801.

100236B

[Bentago](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · last AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

802.

100236C

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

803.

100236G

[General Sohrab and General Sepehr!](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

804.

100236K

[Killer Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

805.

100236D

[Dreamer Land of Kashan](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

806.

100236E

[Era of Winter Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

807.

100236F

[Find The Problem!](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

808.

100236L

[Lexicographically Minimal Poem](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

809.

100236A

[Arrangement of RGB Balls](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

810.

100231G

[Timetable](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

811.

100231F

[Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

812.

100231B

[Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

813.

100231L

[Bit Counting](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

814.

100231D

[Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

815.

100231H

[Voracious Steve](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

816.

100231J

[Mine Sweeper](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

817.

100231I

[Palindrometer](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

818.

100231K

[Profits](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

819.

100229L

[L](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

820.

100229H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · last AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

821.

100229I

[I · Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

822.

100229M

[M · Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

823.

100229K

[K · Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

824.

100229D

[D · Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

825.

100229C

[C · Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

826.

100229B

[B · Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

827.

100229A

[A · Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

828.

100227B

[Poly-polygonal Numbers · Tutorial](#)

Rating: — · first AC: 2013-09-12 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

829.

100227A

[Picnic Planning · Tutorial](#)

Rating: — · first AC: 2013-09-11 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

830.

100227L

[Crossed ladders · Tutorial](#)

Rating: — · first AC: 2013-09-11 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

831.

100227G

[BSP Trees · Tutorial](#)

Rating: — · first AC: 2013-09-11 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

832.

100227H

[Double Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

833.

100227F

[To Bet or Not To Bet](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

834.

100227D

[Stacking Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

835.

100227J

[Cigarettes](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

836.

100169D

[Course Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-06 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

837.

100169C

[Room Painting](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-06 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

838.

100169A

[Bridges and Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-06 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

839.

100193B

[A to D in C++](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-11 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

840.

100108C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-27 · last AC: 2012-10-27 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

841.

100108D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-27 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

842.

100108A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-27 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

843.

100108B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-27 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

844.

100090F

[Asperger Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · last AC: 2012-10-08 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

845.

100094A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

846.

100090I

[Retakes](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

847.

100090A

[After Two Hares](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · last AC: 2012-10-06 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

848.

100090J

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

Rating: — · first AC: 2012-10-06 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

849.

100090C

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

Rating: — · first AC: 2012-10-06 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

850.

100090E

[Counterfeiters](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

851.

100090D

[Insomnia](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

852.

100090M

[Jumping along the Hummocks](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

853.

100090G

[The Last Wish](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

854.

100090K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

855.

100090L

[Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

856.

100056E

[B\\$@C= Ct0C=FC,,8](#)

Rating: — · first AC: 2012-09-07 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

857.

100056F

[A\\$D C D K](#)

Rating: — · first AC: 2012-09-07 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

858.

100056C

[A\\$D C D O D](#)

Rating: — · first AC: 2012-09-07 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

859.

100056B

[A\\$D 5C\\$>Dt=C O Cô>DtBC](#)

Rating: — · first AC: 2012-09-07 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

860.

100056A

[B\\$C D ,>D0](#)

Rating: — · first AC: 2012-09-07 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

861.

100058E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-22 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

862.

100058C

[B D D 16](#)

Rating: — · first AC: 2012-06-22 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

863.

100058D

[A 4 B D 5 5CDL](#)

Rating: — · first AC: 2012-06-22 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

864.

100058B

[A 3 D 0](#)

Rating: — · first AC: 2012-06-22 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

865.

100058A

[B.T.O.C.C'0CD:C](#)

Rating: — · first AC: 2012-06-22 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

866.

100061D

[AÄ×CÖ5D\\$K](#)

Rating: — · first AC: 2012-06-16 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

867.

100061C

[B→Dd8CäDCä1](#)

Rating: — · first AC: 2012-06-16 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

868.

100061B

[A→DäCÖ0Dd8Dö](#)

Rating: — · first AC: 2012-06-16 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

869.

100061A

[AT2D15D BC =Cä2C#0](#)

Rating: — · first AC: 2012-06-16 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

870.

100007B

[Excellent Numbers · Tutorial](#)

Rating: — · first AC: 2012-05-24 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

871.

100007E

[Max Flow · Tutorial](#)

Rating: — · first AC: 2012-05-24 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

872.

100007C

[Palindrome Numbers · Tutorial](#)

Rating: — · first AC: 2012-05-24 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

873.

100007D

[Beer Thief · Tutorial](#)

Rating: — · first AC: 2012-05-24 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

874.

100007A

[Little Cubes · Tutorial](#)

Rating: — · first AC: 2012-05-24 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

875.

100030I

[Prohibition · Tutorial](#)

Rating: — · first AC: 2012-05-21 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

876.

100030A

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

Rating: — · first AC: 2012-05-21 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

877.

100030J

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

Rating: — · first AC: 2012-05-21 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

878.

100030L

[Make Your Donation Now](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-21 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

879.

100030F

[Magic Chains](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-21 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

880.

100030E

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

Rating: — · first AC: 2012-05-21 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

881.

100030K

[Triskaidekaphobia](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-21 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

882.

100030G

[Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-21 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

883.

100030H

[The Longest Good Substring](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-21 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

884.

100030B

[Epic Battle](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-21 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

885.

100030D

[Broadcasting](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-21 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

886.

100030C

[Pink Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-21 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

887.

100025K

[Number of Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

888.

100025C

[Amoeba](#) · [Tutorial](#)

Rating: — · first AC: 2012-04-21 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

889.

100025I

[Semi-cool Points](#) · [Tutorial](#)

Rating: — · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

890.

100003I

[A @DT8CÄ5CD>C\\$0 D ?C,,@C ;DÀ](#)

Rating: — · first AC: 2012-03-20 · last AC: 2012-03-20 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

891.

100003H

[B,tCDD°](#)

Rating: — · first AC: 2012-03-20 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

892.

100003B

[AÄ*DiB](#)

Rating: — · first AC: 2012-03-20 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

893.

100003F

[A,,ED\\$D 5D =D´5 Dt8D ;C](#)

Rating: — · first AC: 2012-03-20 · last AC: 2012-03-20 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

894.

100003D

[AäTDT&C B 2 C4;D41C,,=D0](#)

Rating: — · first AC: 2012-03-20 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

895.

100003A

[AÄ5DiB C Cö@CäECä4C À Cö>Cd0C´CC”AD\\$0](#)

Rating: — · first AC: 2012-03-20 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

896.

100003E

[AD@0äCäFCT=CÔKCR :C <CÔ8](#)

Rating: — · first AC: 2012-03-20 · GNU C++ (first AC) · Tags: —

[yarr's solution](#)

897.

100003C

[Aö>DIB C, 1CTACô@CTDC,,:D =D´5 Cä>CDK](#)

Rating: — · first AC: 2012-03-20 · last AC: 2012-03-20 · Java 7 (first AC) · Tags: —

[yarr's solution](#)

898.

100012E

[Rabbit Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-21 · last AC: 2012-01-21 · Java 6 (first AC) · Tags: —

[yarr's solution](#)

899.

100012D

[Mars Rover](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-21 · Java 6 (first AC) · Tags: —

[yarr's solution](#)

900.

100012A

[Drawing Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-21 · Java 6 (first AC) · Tags: —

[yarr's solution](#)

901.

100012C

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-21 · Java 6 (first AC) · Tags: —

[yarr's solution](#)

902.

100004E

[Class Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-20 · Java 6 (first AC) · Tags: —

[yarr's solution](#)

903.

100004A

[Paper Route](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-20 · Java 6 (first AC) · Tags: —

[yarr's solution](#)

904.

100004D

[Numbersrebmun](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-20 · Java 6 (first AC) · Tags: —

[yarr's solution](#)