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Unique solved — znirzej

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

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

Filters: none

Count: 655

1.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[znirzej's solution](#)

2.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[znirzej's solution](#)

3.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,251 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[znirzej's solution](#)

4.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,937 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[znirzej's solution](#)

5.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,703 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[znirzej's solution](#)

6.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[znirzej's solution](#)

7.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,128 global accepts · Rating: 800 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[znirzej's solution](#)

8.

1328A

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

Quality: 131,893 global accepts · Rating: 800 · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: math

[znirzej's solution](#)

9.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[znirzej's solution](#)

10.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,202 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[znirzej's solution](#)

11.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,269 global accepts · Rating: 800 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[znirzej's solution](#)

12.

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

[znirzej's solution](#)

13.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[znirzej's solution](#)

14.

1305A

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

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

[znirzej's solution](#)

15.

1284A

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

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

[znirzej's solution](#)

16.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,815 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[znirzej's solution](#)

17.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[znirzej's solution](#)

18.

1056A

[Determine Line](#) · [Tutorial](#)

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

[znirzej's solution](#)

19.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[znirzej's solution](#)

20.

750A

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

Quality: 92,550 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force,

implementation, math

[znirzej's solution](#)

21.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,787 global accepts · Rating: 800 · first AC: 2016-10-04 · GNU C++ (first AC) · Tags: implementation

[znirzej's solution](#)

22.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, math

[znirzej's solution](#)

23.

472A

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

Quality: 70,768 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: math, number theory

[znirzej's solution](#)

24.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,385 global accepts · Rating: 900 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[znirzej's solution](#)

25.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[znirzej's solution](#)

26.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[znirzej's solution](#)

27.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[znirzej's solution](#)

28.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[znirzej's solution](#)

29.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[znirzej's solution](#)

30.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[znirzej's solution](#)

31.

747B

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

Quality: 9,641 global accepts · Rating: 900 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[znirzej's solution](#)

32.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,675 global accepts · Rating: 900 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[znirzej's solution](#)

33.

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

[znirzej's solution](#)

34.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[znirzej's solution](#)

35.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 900 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: implementation

[znirzej's solution](#)

36.

439A

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

Quality: 26,621 global accepts · Rating: 900 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: greedy, implementation

[znirzej's solution](#)

37.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[znirzej's solution](#)

38.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[znirzej's solution](#)

39.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[znirzej's solution](#)

40.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[znirzej's solution](#)

41.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,182 global accepts · Rating: 1000 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[znirzej's solution](#)

42.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[znirzej's solution](#)

43.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[znirzej's solution](#)

44.

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

[znirzej's solution](#)

45.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · Java 7 (first AC) · Tags: *special, constructive algorithms

[znirzej's solution](#)

46.

500A

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

Quality: 62,686 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[znirzej's solution](#)

47.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[znirzej's solution](#)

48.

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: implementation

[znirzej's solution](#)

49.

1366A

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

Quality: 32,996 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[znirzej's solution](#)

50.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[znirzej's solution](#)

51.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[znirzej's solution](#)

52.

1327A

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

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[znirzej's solution](#)

53.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs

and similar, greedy, implementation

[znirzej's solution](#)

54.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[znirzej's solution](#)

55.

1033B

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

Quality: 11,954 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[znirzej's solution](#)

56.

883M

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

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

[znirzej's solution](#)

57.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[znirzej's solution](#)

58.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,378 global accepts · Rating: 1100 · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: greedy, hashing, strings

[znirzej's solution](#)

59.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: implementation

[znirzej's solution](#)

60.

1437B

[Reverse Binary Strings](#) · [Tutorial](#)

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[znirzej's solution](#)

61.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[znirzej's solution](#)

62.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[znirzej's solution](#)

63.

1343C

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

Quality: 44,065 global accepts · Rating: 1200 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[znirzej's solution](#)

64.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[znirzej's solution](#)

65.

1327B

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

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[znirzej's solution](#)

66.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,034 global accepts · Rating: 1200 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings
[znirzej's solution](#)

67.

1305B

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

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

68.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[znirzej's solution](#)

69.

1149A

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

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[znirzej's solution](#)

70.

908B

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

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

71.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[znirzej's solution](#)

72.

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
[znirzej's solution](#)

73.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[znirzej's solution](#)

74.

439B

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

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

- 75.**
1367C
[Social Distance](#) · [Tutorial](#)
Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[znirzej's solution](#)
- 76.**
1364B
[Most socially-distanced subsequence](#) · [Tutorial](#)
Quality: 26,175 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[znirzej's solution](#)
- 77.**
1366B
[Shuffle](#) · [Tutorial](#)
Quality: 27,952 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers
[znirzej's solution](#)
- 78.**
58B
[Coins](#) · [Tutorial](#)
Quality: 13,230 global accepts · Rating: 1300 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[znirzej's solution](#)
- 79.**
1328B
[K-th Beautiful String](#) · [Tutorial](#)
Quality: 32,043 global accepts · Rating: 1300 · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
[znirzej's solution](#)
- 80.**
1326C
[Permutation Partitions](#) · [Tutorial](#)
Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[znirzej's solution](#)
- 81.**
1311C
[Perform the Combo](#) · [Tutorial](#)
Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[znirzej's solution](#)
- 82.**
1237B
[Balanced Tunnel](#) · [Tutorial](#)
Quality: 22,773 global accepts · Rating: 1300 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[znirzej's solution](#)
- 83.**
1055B
[Alice and Hairdresser](#) · [Tutorial](#)
Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation
[znirzej's solution](#)
- 84.**
900B
[Position in Fraction](#) · [Tutorial](#)
Quality: 8,376 global accepts · Rating: 1300 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[znirzej's solution](#)
- 85.**
889A
[Petya and Catacombs](#) · [Tutorial](#)
Rating: 1300 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees
[znirzej's solution](#)

86.

883F

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

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[znirzej's solution](#)

87.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[znirzej's solution](#)

88.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-10-04 · GNU C++ (first AC) · Tags: graphs
[znirzej's solution](#)

89.

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory
[znirzej's solution](#)

90.

611B

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation
[znirzej's solution](#)

91.

472B

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

Quality: 7,646 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: —
[znirzej's solution](#)

92.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers
[znirzej's solution](#)

93.

1332B

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

Quality: 18,953 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[znirzej's solution](#)

94.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,089 global accepts · Rating: 1400 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
[znirzej's solution](#)

95.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search
[znirzej's solution](#)

96.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[znirzej's solution](#)

97.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[znirzej's solution](#)

98.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[znirzej's solution](#)

99.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[znirzej's solution](#)

100.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[znirzej's solution](#)

101.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,222 global accepts · Rating: 1400 · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math, strings

[znirzej's solution](#)

102.

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: greedy, sortings

[znirzej's solution](#)

103.

516A

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

Rating: 1400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp, greedy, implementation, math

[znirzej's solution](#)

104.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: brute force

[znirzej's solution](#)

105.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[znirzej's solution](#)

106.

472C

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

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

[znirzej's solution](#)

107.

436B

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

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

[znirzej's solution](#)

108.

441B

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

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: greedy, implementation

[znirzej's solution](#)

109.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[znirzej's solution](#)

110.

1368B

[Codeforces Subsequences](#) · [Tutorial](#)

Quality: 21,426 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[znirzej's solution](#)

111.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[znirzej's solution](#)

112.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[znirzej's solution](#)

113.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,857 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[znirzej's solution](#)

114.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[znirzej's solution](#)

115.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[znirzej's solution](#)

116.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[znirzej's solution](#)

117.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[znirzej's solution](#)

118.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[znirzej's solution](#)

119.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[znirzej's solution](#)

120.

1158A

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

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[znirzej's solution](#)

121.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[znirzej's solution](#)

122.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[znirzej's solution](#)

123.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[znirzej's solution](#)

124.

883E

[Field of Wonders](#) · [Tutorial](#)

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

[znirzej's solution](#)

125.

875B

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

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[znirzej's solution](#)

126.

707C

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

Quality: 13,480 global accepts · Rating: 1500 · first AC: 2016-10-04 · GNU C++ (first AC) · Tags: math, number theory
[znirzej's solution](#)

127.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation
[znirzej's solution](#)

128.

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math
[znirzej's solution](#)

129.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, implementation
[znirzej's solution](#)

130.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: greedy
[znirzej's solution](#)

131.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: greedy
[znirzej's solution](#)

132.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, implementation
[znirzej's solution](#)

133.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
[znirzej's solution](#)

134.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[znirzej's solution](#)

135.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: math
[znirzej's solution](#)

136.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[znirzej's solution](#)

137.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[znirzej's solution](#)

138.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[znirzej's solution](#)

139.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[znirzej's solution](#)

140.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[znirzej's solution](#)

141.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[znirzej's solution](#)

142.

1056B

[Divide Candies](#) · [Tutorial](#)

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

[znirzej's solution](#)

143.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[znirzej's solution](#)

144.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[znirzej's solution](#)

145.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[znirzej's solution](#)

146.

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

[znirzej's solution](#)

147.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: greedy, math, sortings

[znirzej's solution](#)

148.

500B

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

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

[znirzej's solution](#)

149.

500C

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

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

[znirzej's solution](#)

150.

453A

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

Quality: 12,439 global accepts · Rating: 1600 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: probabilities

[znirzej's solution](#)

151.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[znirzej's solution](#)

152.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[znirzej's solution](#)

153.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[znirzej's solution](#)

154.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,538 global accepts · Rating: 1700 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[znirzej's solution](#)

155.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[znirzej's solution](#)

156.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[znirzej's solution](#)

157.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math
[znirzej's solution](#)

158.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[znirzej's solution](#)

159.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,009 global accepts · Rating: 1700 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[znirzej's solution](#)

160.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[znirzej's solution](#)

161.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[znirzej's solution](#)

162.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[znirzej's solution](#)

163.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[znirzej's solution](#)

164.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[znirzej's solution](#)

165.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy
[znirzej's solution](#)

166.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[znirzej's solution](#)

167.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[znirzej's solution](#)

168.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[znirzej's solution](#)

169.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[znirzej's solution](#)

170.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[znirzej's solution](#)

171.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[znirzej's solution](#)

172.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · Java 7 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[znirzej's solution](#)

173.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[znirzej's solution](#)

174.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,390 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms

[znirzej's solution](#)

175.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: math

[znirzej's solution](#)

176.

439C

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

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

[znirzej's solution](#)

177.

439D

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

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: binary search, sortings, ternary search, two pointers

[znirzej's solution](#)

178.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[znirzej's solution](#)

179.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[znirzej's solution](#)

180.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[znirzej's solution](#)

181.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[znirzej's solution](#)

182.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[znirzej's solution](#)

183.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[znirzej's solution](#)

184.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[znirzej's solution](#)

185.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[znirzej's solution](#)

186.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[znirzej's solution](#)

187.

1267J

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

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[znirzej's solution](#)

188.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,357 global accepts · Rating: 1800 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[znirzej's solution](#)

189.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[znirzej's solution](#)

190.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[znirzej's solution](#)

191.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[znirzej's solution](#)

192.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees
[znirzej's solution](#)

193.

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[znirzej's solution](#)

194.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[znirzej's solution](#)

195.

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
[znirzej's solution](#)

196.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: dp, greedy
[znirzej's solution](#)

197.

513G1

[Inversions problem](#) · [Tutorial](#)

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle
[znirzej's solution](#)

198.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, math

[znirzej's solution](#)

199.

487A

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

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[znirzej's solution](#)

200.

482B

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

Quality: 7,728 global accepts · Rating: 1800 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, trees

[znirzej's solution](#)

201.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[znirzej's solution](#)

202.

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: dsu, graphs, greedy, trees

[znirzej's solution](#)

203.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[znirzej's solution](#)

204.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,843 global accepts · Rating: 1900 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[znirzej's solution](#)

205.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

[znirzej's solution](#)

206.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[znirzej's solution](#)

207.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,718 global accepts · Rating: 1900 · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[znirzej's solution](#)

208.

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[znirzej's solution](#)

209.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[znirzej's solution](#)

210.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[znirzej's solution](#)

211.

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[znirzej's solution](#)

212.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[znirzej's solution](#)

213.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[znirzej's solution](#)

214.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[znirzej's solution](#)

215.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[znirzej's solution](#)

216.

1078A

[Barcelonian Distance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, shortest paths

[znirzej's solution](#)

217.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[znirzej's solution](#)

218.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: interactive, trees

[znirzej's solution](#)

219.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[znirzej's solution](#)

220.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[znirzej's solution](#)

221.

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[znirzej's solution](#)

222.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[znirzej's solution](#)

223.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-02-28 · last AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[znirzej's solution](#)

224.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[znirzej's solution](#)

225.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: greedy, implementation

[znirzej's solution](#)

226.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: binary search, data structures, dp, dsu

[znirzej's solution](#)

227.

463D

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

Quality: 7,296 global accepts · Rating: 1900 · first AC: 2015-03-20 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, implementation

[znirzej's solution](#)

228.

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: combinatorics, dp, implementation

[znirzej's solution](#)

229.

500D

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

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[znirzej's solution](#)

230.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: binary search, brute force, implementation
[znirzej's solution](#)

231.

472D

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

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu, shortest paths, trees
[znirzej's solution](#)

232.

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: greedy
[znirzej's solution](#)

233.

452D

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

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

234.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[znirzej's solution](#)

235.

346B

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

Quality: 4,259 global accepts · Rating: 2000 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[znirzej's solution](#)

236.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[znirzej's solution](#)

237.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[znirzej's solution](#)

238.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[znirzej's solution](#)

239.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[znirzej's solution](#)

240.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[znirzej's solution](#)

241.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[znirzej's solution](#)

242.

784G

[BF Calculator](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 2000 · first AC: 2018-03-30 · Python 3 (first AC) · Tags: *special

[znirzej's solution](#)

243.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[znirzej's solution](#)

244.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, strings

[znirzej's solution](#)

245.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math

[znirzej's solution](#)

246.

611D

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

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[znirzej's solution](#)

247.

571B

[Minimization](#) · [Tutorial](#)

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

[znirzej's solution](#)

248.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[znirzej's solution](#)

249.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures, graph matchings, greedy, implementation

[znirzej's solution](#)

250.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: bitmasks, probabilities

[znirzej's solution](#)

251.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: binary search, data structures, dp, two pointers

[znirzej's solution](#)

252.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2014-10-16 · GNU C++ (first AC) · Tags: dp

[znirzej's solution](#)

253.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2014-10-05 · last AC: 2014-10-05 · GNU C++ (first AC) · Tags: brute force, data structures, math

[znirzej's solution](#)

254.

446B

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

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

[znirzej's solution](#)

255.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[znirzej's solution](#)

256.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[znirzej's solution](#)

257.

1343E

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

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[znirzej's solution](#)

258.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · last AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[znirzej's solution](#)

259.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[znirzej's solution](#)

260.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[znirzej's solution](#)

261.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[znirzej's solution](#)

262.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[znirzej's solution](#)

263.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[znirzej's solution](#)

264.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[znirzej's solution](#)

265.

1056E

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

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, strings

[znirzej's solution](#)

266.

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[znirzej's solution](#)

267.

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, geometry

[znirzej's solution](#)

268.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2018-10-03 · last AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[znirzej's solution](#)

269.

875C

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

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[znirzej's solution](#)

270.

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: binary search, math

[znirzej's solution](#)

271.

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2100 · first AC: 2015-03-20 · GNU C++ (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[znirzej's solution](#)

272.

497C

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

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

[znirzej's solution](#)

273.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: binary search, math, sortings, two pointers

[znirzej's solution](#)

274.

475C

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

Quality: 834 global accepts · Rating: 2100 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy

[znirzej's solution](#)

275.

458C

[Elections](#) · [Tutorial](#)

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

[znirzej's solution](#)

276.

439E

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

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2014-06-05 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[znirzej's solution](#)

277.

1437E

[Make It Increasing](#) · [Tutorial](#)

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[znirzej's solution](#)

278.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[znirzej's solution](#)

279.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[znirzej's solution](#)

280.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[znirzej's solution](#)

281.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[znirzej's solution](#)

282.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[znirzej's solution](#)

283.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[znirzej's solution](#)

284.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[znirzej's solution](#)

285.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[znirzej's solution](#)

286.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[znirzej's solution](#)

287.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[znirzej's solution](#)

288.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[znirzej's solution](#)

289.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2200 · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[znirzej's solution](#)

290.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2017-12-29 · last AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[znirzej's solution](#)

291.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[znirzej's solution](#)

292.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[znirzej's solution](#)

293.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · last AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures

[znirzej's solution](#)

294.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[znirzej's solution](#)

295.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math

[znirzej's solution](#)

296.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[znirzej's solution](#)

297.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2014-07-23 · last AC: 2014-07-23 · GNU C++ (first AC) · Tags: data structures, implementation, math, two pointers

[znirzej's solution](#)

298.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[znirzej's solution](#)

299.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[znirzej's solution](#)

300.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[znirzej's solution](#)

301.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[znirzej's solution](#)

302.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[znirzej's solution](#)

303.

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[znirzej's solution](#)

304.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: binary search, graphs, greedy

[znirzej's solution](#)

305.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[znirzej's solution](#)

306.

516C

[Brazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · last AC: 2015-02-18 · GNU C++ (first AC) · Tags: data structures

[znirzej's solution](#)

307.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2015-01-08 · GNU C++ (first AC) · Tags: data structures, dp, dsu

[znirzej's solution](#)

308.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[znirzej's solution](#)

309.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[znirzej's solution](#)

310.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[znirzej's solution](#)

311.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

data structures, greedy, implementation

[znirzej's solution](#)

312.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[znirzej's solution](#)

313.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[znirzej's solution](#)

314.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[znirzej's solution](#)

315.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[znirzej's solution](#)

316.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[znirzej's solution](#)

317.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[znirzej's solution](#)

318.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[znirzej's solution](#)

319.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[znirzej's solution](#)

320.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[znirzej's solution](#)

321.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2016-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[znirzej's solution](#)

322.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[znirzej's solution](#)

323.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2015-11-04 · last AC: 2015-11-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[znirzej's solution](#)

324.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2015-07-21 · last AC: 2015-07-21 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[znirzej's solution](#)

325.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[znirzej's solution](#)

326.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: data structures, math, number theory

[znirzej's solution](#)

327.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[znirzej's solution](#)

328.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · last AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[znirzej's solution](#)

329.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[znirzej's solution](#)

330.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation

[znirzej's solution](#)

331.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[znirzej's solution](#)

332.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers

[znirzej's solution](#)

333.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[znirzej's solution](#)

334.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[znirzej's solution](#)

335.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[znirzej's solution](#)

336.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[znirzej's solution](#)

337.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[znirzej's solution](#)

338.

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[znirzej's solution](#)

339.

883L

[Berland.Taxi](#) · [Tutorial](#)

Quality: 264 global accepts · Rating: 2500 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[znirzej's solution](#)

340.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: binary search, implementation

[znirzej's solution](#)

341.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[znirzej's solution](#)

342.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures

[znirzej's solution](#)

343.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[znirzej's solution](#)

344.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[znirzej's solution](#)

345.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[znirzej's solution](#)

346.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[znirzej's solution](#)

347.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[znirzej's solution](#)

348.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[znirzej's solution](#)

349.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[znirzej's solution](#)

350.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-10-22 · last AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[znirzej's solution](#)

351.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[znirzej's solution](#)

352.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[znirzej's solution](#)

353.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: dp

[znirzej's solution](#)

354.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2014-06-13 · last AC: 2014-06-14 · GNU C++ (first AC) · Tags: data structures, greedy

[znirzej's solution](#)

355.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[znirzej's solution](#)

356.

183D

[T-shirt](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2700 · first AC: 2020-05-28 · last AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, probabilities

[znirzej's solution](#)

357.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-26 · last AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[znirzej's solution](#)

358.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[znirzej's solution](#)

359.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[znirzej's solution](#)

360.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[znirzej's solution](#)

361.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: divide and conquer, dp

[znirzej's solution](#)

362.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: dfs and similar

[znirzej's solution](#)

363.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-03-04 · last AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[znirzej's solution](#)

364.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[znirzej's solution](#)

365.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2018-10-03 · last AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[znirzej's solution](#)

366.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[znirzej's solution](#)

367.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-06 · last AC: 2015-06-06 · GNU C++ (first AC) · Tags: data structures, divide and conquer

[znirzej's solution](#)

368.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2015-03-19 · GNU C++ (first AC) · Tags: greedy

[znirzej's solution](#)

369.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[znirzej's solution](#)

370.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[znirzej's solution](#)

371.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[znirzej's solution](#)

372.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2017-12-02 · last AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[znirzej's solution](#)

373.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2015-03-19 · last AC: 2015-03-19 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[znirzej's solution](#)

374.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[znirzej's solution](#)

375.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

376.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

377.

102511B

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

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

378.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

379.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

380.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

381.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

382.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

383.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

384.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

385.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

386.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

387.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

388.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

389.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

390.

103145G

[Ball](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

391.

103145J

[Transform](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

392.

103145B

[Cypher](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

393.

103145D

[Lowbit](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

394.

103145H

[Loneliness](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

395.

103145M

[Master of Shuangpin](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

396.

103145C

[Vertex Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

397.

103145A

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

398.

103145K

[City](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

399.

103145E

[Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

400.

103145I

[Takeaway](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

401.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

402.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

403.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

404.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

405.

102881I

[Ehab The Baby Learned Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

406.

102881F

[Geometry?](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

407.

102881E

[Baby Ehab's X\(OR\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

408.

102881D

[YSYS](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

409.

102881H

[Shortest Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

410.

102881C

[Sort?](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

411.

102881J

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

412.

102881L

[The Expected Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

413.

102881K

[Plants Watering](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

414.

102881M

[Baby Ehab's Whining Chance](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

415.

102881G

[Baby Ehab and a GCD Problem, Of Course](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

416.

102881B

[Anany in the Army](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

417.

102881N

[Baby !Ehab](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

418.

102881A

[Officer Any Collecting String Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

419.

102801A

[Micro Structure Thread](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

420.

102801F

[Splendor](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

421.

102801L

[PepperLa's Express](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

422.

102801K

[PepperLa's Boast](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

423.

102801B

[Team](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

424.

102801I

[PepperLa's Cram School](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

425.

102801H

[PepperLa's String](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

426.

102801E

[Liner vectors](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

427.

102801C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

428.

102801D

[Fall Guys](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

429.

102801G

[Halli Galli](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

430.

102801J

[Color the blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

431.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory
[znirzej's solution](#)

432.

1331H

[It's showtime](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2020-04-01 · UnknownX (first AC) · Tags: *special
[znirzej's solution](#)

433.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: *special, dfs and similar, geometry, implementation
[znirzej's solution](#)

434.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: *special, implementation
[znirzej's solution](#)

435.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: *special
[znirzej's solution](#)

436.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

437.

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

438.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

439.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

440.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

441.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

442.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

443.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

444.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

445.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

446.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

447.

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

448.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

449.

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

450.

102394I

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

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

451.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

452.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

453.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

454.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

455.

102411L

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

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

456.

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

457.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

458.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

459.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

460.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

461.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

462.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

463.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

464.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

465.

102500K

[Kitesurfing](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

466.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

467.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

468.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

469.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

470.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

471.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

472.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

473.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

474.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

475.

1302E

[Amazing bitset](#) · [Tutorial](#)

Quality: 51 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

476.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

477.

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[znirzej's solution](#)

478.

1302F

[Keep talking and nobody explodes -- easy](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, expression parsing
[znirzej's solution](#)

479.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[znirzej's solution](#)

480.

102452C

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

Rating: — · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

481.

102452K

[Key Project](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

482.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

483.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

484.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

485.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

486.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

487.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

488.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

489.

102460L

[Largest Quadrilateral](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

490.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

491.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

492.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

493.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

494.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

495.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

496.

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · last AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

497.

102428B

[Build the Perfect House](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

498.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

499.

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

500.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

501.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

502.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

503.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

504.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

505.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

506.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

507.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

508.

102392H

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

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

509.

102392K

[Stranded Robot](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

510.

102392C

[Find the Array](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

511.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

512.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

513.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

514.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

515.

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

516.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

517.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

518.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

519.

102341G

[Gurdurr](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

520.

102341E

[Eevee](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

521.

102341K

[Kecleon](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

522.

102341H

[Hypno](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

523.

102341C

[Cloyster](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

524.

102341J

[Jigglypuff](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

525.

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

526.

100524C

[Catalan Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

527.

100524B

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

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

528.

100524I

[Interactive Memory Management](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

529.

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

530.

100524G

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

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

531.

100524E

[Ebola Virus](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

532.

100524J

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

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

533.

100524A

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

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

534.

102361C

[Sakurada Reset](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

535.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

536.

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

537.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

538.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

539.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

540.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

541.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

542.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

543.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

544.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

545.

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

546.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

547.

101630A

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

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

548.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

549.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

550.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

551.

102253I

[I Curse Myself](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

552.

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

553.

102253H

[Hints of sd0061](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

554.

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

555.

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

556.

102253L

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

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

557.

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

558.

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

559.

102152B

[Memory Management System](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · last AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

560.

102152A

[On the Road to Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

561.

102152J

[Grid Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

562.

102152C

[Large GCD](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

563.

102152D

[XOR Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

564.

102152L

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

565.

102152E

[Building Strings](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

566.

102152K

[Subarrays OR](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

567.

102152H

[The Universal String](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

568.

102152I

[Array Negations](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

569.

102152G

[The Special King](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

570.

102152F

[camelCase](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

571.

102201H

[Hard To Explain](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

572.

102201J

[Jealous Teachers](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

573.

102201E

[Eat Economically](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

574.

102201I

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

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

575.

102201F

[Fruit Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

576.

102201A

[A Plus Equals B](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

577.

102006E

[2Nodes](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

578.

102006J

[Clarifications](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

579.

102006G

[Is Topo Logical?](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

580.

102006K

[Tourists' Tour](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

581.

102006F

[Pretests](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

582.

102006I

[Rise of the Robots](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

583.

102006H

[Bugged System](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

584.

102006C

[Portals](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

585.

102006D

[Carnival Slots](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

586.

102006B

[Binary Hamming](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

587.

102006A

[Hello SCPC 2018!](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

588.

101964J

[Rabbit vs Turtle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

589.

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

590.

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

591.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

592.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

593.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

594.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

595.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[znirzej's solution](#)

596.

101612D

[Dividing Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

597.

101612F

[Fygon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

598.

101612H

[Hidden Supervisors](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

599.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

600.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

601.

101612L

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

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

602.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

603.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

604.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

605.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

606.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

607.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · last AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

608.

100962I

[Ivan Dorn](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —
[znirzej's solution](#)

609.

100962H

[Hans Zimmer](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —
[znirzej's solution](#)

610.

100962C

[Mr. Credo](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —
[znirzej's solution](#)

611.

100962G

[Green Day](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —
[znirzej's solution](#)

612.

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —
[znirzej's solution](#)

613.

100962E

[Elvis Presley](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —
[znirzej's solution](#)

614.

100962A

[ABBA](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —
[znirzej's solution](#)

615.

100962K

[Korn](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —

[znirzej's solution](#)

616.

100962J

[Jimi Hendrix](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —

[znirzej's solution](#)

617.

101156C

[Gary](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[znirzej's solution](#)

618.

101156N

[Cut Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[znirzej's solution](#)

619.

101156I

[Fleet Vulnerability](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[znirzej's solution](#)

620.

101156E

[Longest Increasing Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[znirzej's solution](#)

621.

101156L

[Super 2048](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[znirzej's solution](#)

622.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[znirzej's solution](#)

623.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[znirzej's solution](#)

624.

101170E

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

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[znirzej's solution](#)

625.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[znirzej's solution](#)

626.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

627.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

628.

101142E

[Easy Reading](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

629.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

630.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

631.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

632.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

633.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

634.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

635.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

636.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[znirzej's solution](#)

637.

100803E

[Automotive Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —
[znirzej's solution](#)

638.

100803I

[Sweet War](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —
[znirzej's solution](#)

639.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —
[znirzej's solution](#)

640.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —
[znirzej's solution](#)

641.

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —
[znirzej's solution](#)

642.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —
[znirzej's solution](#)

643.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —
[znirzej's solution](#)

644.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —
[znirzej's solution](#)

645.

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —
[znirzej's solution](#)

646.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —
[znirzej's solution](#)

647.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —
[znirzej's solution](#)

648.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —
[znirzej's solution](#)

649.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —
[znirzej's solution](#)

650.

100792D

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655.

399B

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